



CRYSIS 3

COVERS MICROSOFT XBOX 360®,
SONY PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM, AND PC

Written by Michael Lummis



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A NEW CRYSIS IS COMING:
AN INTRODUCTION TO *CRYSIS 3* 2

MOBILITY AND UTILITY:
CRYSIS 3 GAMEPLAY. 6

OVERCOMING ADVERSITY:
ENEMIES IN *CRYSIS 3* 24

WEAPON SYSTEMS AND SUIT DYNAMICS 34

THE CAMPAIGN. 52

TRUE COMBAT: MULTIPLAYER *CRYSIS 3* 150

MULTIPLAYER MAPS

AIRPORT 182	HELL'S KITCHEN 194
BROOKLYN BRIDGE. 184	HYDRO DAM 196
CENTRAL CAVERN 186	MUSEUM 198
CHINATOWN 188	PENN DEPOT 200
EAST RIVER. 190	SKYLINE 202
FINANCIAL DISTRICT 192	WILLIAMSBURG. 204

APPENDIX 206



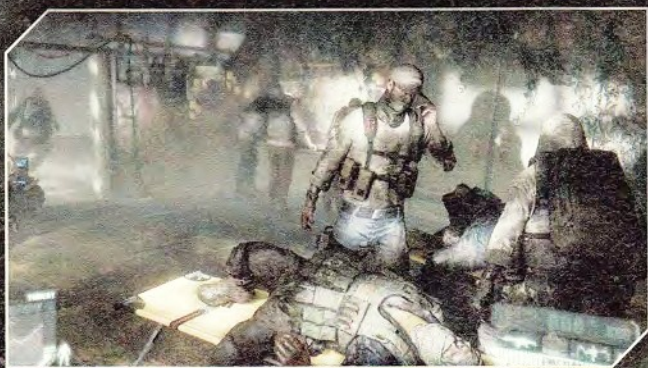
A NEW CRYSIS IS COMING

Time has passed since the last Crysis. The Ceph, once again, have fallen silent. In this period, CELL has grown; they've asserted their power in the USA and abroad. The nations of the world were lured into submission by free energy, and now that CELL controls them, it can dictate any price, any toll, that it wants.

That doesn't mean that no one is left to resist them. Small teams of people are striking back, trying to stop CELL from holding the reins. And to do this, they're willing to shine the light on CELL's secrets. What gives them such limitless power? Where are they getting this technology? The rebels still have a chance to make a difference and keep the world out of CELL's reach.

And somewhere out there, Prophet lives. He's been gone for years, but the rebels know that he's still alive. He's fought, changed, and sacrificed much already. But the world still might need a Prophet to show them what needs to be done. Now is the time to act.

Yet, no one can do anything without proper training and support. This guide helps you learn how to use your Nanosuit and weapons to defeat enemies wherever they are found. CELL and Ceph forces are legion, and you won't have many friends to help you in the battle ahead. It's going to be tough.



You'll learn about stealth, combat, advanced weapon tactics, Nanosuit upgrades, and even more. Get your feet wet in multiplayer game modes and walk you through the campaign with tips for various playstyles.



THE STORY SO FAR

In *Crysis*, Major Laurence "Prophet" Barnes led Raptor Team on a frantic mission to the Lingshan Islands, in the Philippines. Their squad (Raptor Team) consisted of five members: Nomad, Psycho, Aztec, Jester, and Prophet. Their mission was to save a team of scientists on the island before the Korean People's Army could get to them.

From the beginning, things started to go haywire. Something strange was hunting the team through the jungle. While the men eventually met some of the scientists from the group, they found more questions than answers.



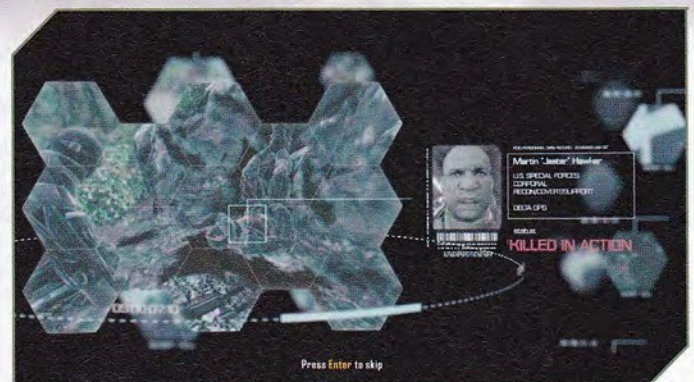
May, 2020
Lingshan Islands
Alien Incursion
Raptor Team Dispatched

Raptor Team encountered powerful aliens with access to strange and advanced technology. While they were able to defeat these aliens (known as the Ceph), Raptor Team's members would face the creatures again in the future.

The events of *Crysis 2* transpired three years later. During this period, the Ceph emerged in Manhattan. A strange virus began causing people's bodies to break down, and social order collapsed. The largest company in the region was Crynet, and it had access to immense resources for protecting its interests. Crynet used its private military force, Crynet Enforcement and Local Logistics (CELL), to try to keep the situation from getting too out of hand throughout Manhattan.

A Marine Force Recon unit was sent into the chaos to extract a former Crynet employee from the area. The man's name was Nathan Gould. The military suspected that he had important information about the Ceph.

Alcatraz and Prophet were two of the only troops to survive insertion. Using Prophet's Nanosuit, Alcatraz defeated the Ceph and fought off CELL troops during the Manhattan outbreak. He and Prophet both sustained mortal injuries, but the Nanosuit maintained "Prophet" despite this damage.



Crysis 3 takes place in 2047. CELL continued to grow in power and political influence. They have a world-sweeping military force, advanced technology of their own, and the will to use these things to protect themselves.

New York has been enclosed in a gigantic structure called the Liberty Dome. CELL patrols the inside of the dome to keep the Ceph inside (and unwanted individuals out).

A resistance group has plans to break into the dome with a secret weapon. They're looking for someone who will help them strike a blow against CELL. Recently, some of them have discovered the location of Prophet. The Nanosuit is being transferred to a new location, and that means that it's vulnerable for a daring rescue mission.

This is where the story of *Crysis 3* begins.

THE CAST OF CHARACTERS

MAJOR LAURENCE "PROPHET" BARNES

Prophet has gone through a great deal since the events of *Crysis*. It is highly debatable whether the person inside the suit is him at all, considering what happened in *Crysis 2*, his injuries, and the dormant time in between those events and the modern day.

Just what is Prophet now? Is it the man, the Nanosuit, or something else entirely?

MICHAEL "PSYCHO" SYKES

Psycho has been through thick and thin too. He's a tough customer and has always pushed back on command to cut through the bull. But, he no longer has his Nanosuit. Left with only a normal man's capabilities, Psycho must get by on sheer guts and determination. That might be enough.

CLAIRE FONTANELLI

Claire is a rebel leader who works inside the Liberty Dome, fighting for freedom against CELL. Though she wasn't trained to be a military commander, that burden has fallen onto Claire's shoulders. Her previous commander, Saint, was killed during a deep reconnaissance mission into CELL's Energy Nexus. Though trained with a background in science, Claire is doing her best to keep her people alive and fighting.

KARL ERNST RASCH

Karl Rasch founded CryNet Systems with Jacob Hargreave many decades ago. He was ousted from his position within the company due to gross negligence and reckless misconduct. He's done experiments on Ceph DNA and probably knows more about the aliens than any human alive.



MOBILITY AND UTILITY

This chapter explains the game's controls, options, tactics, and general gameplay. Even if you've played previous games in the *Crisis* series, this is a good place to reacquaint yourself with everything you can do.

CONTROLS AND OPTIONS

Movement

Movement is a simple command. You cause your character to move forward or backward or to strafe left or right. It's highly intuitive and perfect for combat. Use your mouse or controller to handle panning the camera around, and then move in a defensive manner to maximize cover.



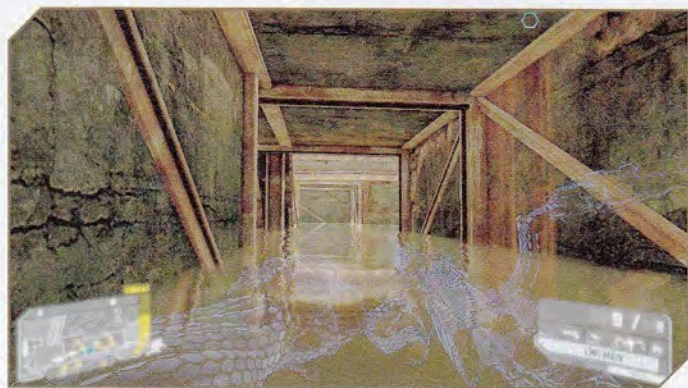
Jump

Use Jump to hop over obstacles in the terrain. If you hold down the button for this, the Nanosuit powers up and allows you to jump much higher. This takes a moment to prepare, so practice the timing of it. A non-powered jump is pretty much instant, takes no energy, and causes only a little noise. Use that unless you really need the extra height to reach a ledge above, leap over a wall, and so on.

Crouch

Crouch to lower your profile and protect you from enemy fire. Use halfwalls and other debris as cover so that enemies have less to shoot at.

Also, crouched movement is much quieter than walking or sprinting at enemies. Crouch and creep toward your victims if you're lining up a stealthy kill (or simply trying to pass through an area without a fight).



Sprint

Sprint lets you run at high speed. It's loud, so guards will hear you more easily. However, the advantage of high speed is that it gets you out of trouble quickly. If grenades are tossed your way, or you need to make it to cover without delay, sprint is your best friend.

Shoot

Shoot is your basic command to use the weapon that's ready. Thus, this command fires a gun, throws a grenade, tosses an explosive charge, and so forth.



Zoom

To increase the accuracy of your shooting, try out the zoom command. This focuses the field of view on the center of your viewscreen. If your current weapon has sights or a scope, these are brought up so that your aim is much more accurate. Line up a headshot or an attack on any other vulnerable point to maximize your combat effectiveness.

Toggle Fire Mode

Many weapons can toggle between automatic and semi-automatic fire. Toggle between these to suit your current needs. Semi-automatic fire is more accurate, saves ammunition, and is better for headshots, stealth fighting, and long range. Fully automatic fire is superior when you're surrounded by multiple targets and need to lay down a heavy field of fire as quickly as possible.

Some weapons may have entirely different firing modes. Guns with a Typhoon attachment have a short-range attack mode that is very damaging. Other guns might have a grenade launcher or even more unusual modes. Play around with these to see each gun's capabilities.



Toggle Explosives

This key switches to your current explosives slot (or back to your previously equipped weapon). This slot is taken up by either JAW rockets or R.E.X. Charges.

Select Grenades

Arm your grenades quickly instead of flipping through various weapons to find them. When you need to kill clusters of enemies or to hurt something on the other side of cover, grenades are there for you! Use them when sound and chaos aren't your concern.



Reload

Tap this button to reload your current weapon, if applicable. It's always good to do this when you're behind cover (or, preferably, in Stealth Mode). Doing this out in the open is a sure way to get caught flat-footed by an enemy that you didn't see coming.

Melee

Melee attacks are short-range blows from your Nanosuit. They do considerable damage, but it's risky to rely on them. Use stealth to sneak up on targets before using a melee attack on them. This scores you quiet, easy kills. Charging someone head on for a melee attack is extremely dangerous, so avoid trying it unless you're out of options.

If you purchase the Super Strength upgrade, the Nanosuit can unleash Power Melee attacks. These require energy but deal intense damage to the victim.



Toggle Weapon

You can carry a few traditional weapons (whether picked up from weapon containers or fallen enemies). Toggle Weapon switches between these slots.



Interact

Use this command to open doors, access computers, pick up items from the ground, and so forth.



Hack

Some computers and traps in the game can be manipulated by your Nanosuit. Approach these with your Visor on to spot them at range. As soon as you're close enough, the Hack command becomes active, and you're given a prompt to show that Hacking is viable. Go into Stealth Mode to protect yourself, and then Hack the device.

This triggers a small mini-game where you click a button just as a series of moving spheres enter each receptacle. It doesn't take long to understand, but more advanced Hacking targets require speed and precision to overpower.

Sensor Upgrade (a Nanosuit Upgrade) lets you Hack objects more easily. It's an extremely useful item to purchase once you start finding Nanosuit Upgrade Modules. For a single point you can get a major advantage in Hacking into even some of the toughest devices in the game.

Armor Mode

This control engages (or disengages) Armor Mode. Use Armor Mode for protection from damage of any type: falling, explosives, bullets, etc. Damage to the Nanosuit drains energy when Armor Mode is active, but you won't get hurt unless your energy runs out. This mode is enhanced with the Heavy Armor Nanosuit Upgrade.



Stealth Mode

Toggle Stealth Mode on or off with this command. Stealth Mode turns the Nanosuit practically invisible. Enemies won't be able to spot it unless they get extremely close and are facing you.

Using non-silenced weapons drains energy when you're in Stealth Mode. Fast movement does as well, so plan your moves carefully and try not to get caught in the open when your energy depletes. Find places to hide from enemy view where you can drop Stealth Mode, regenerate energy, and resume your stealth.

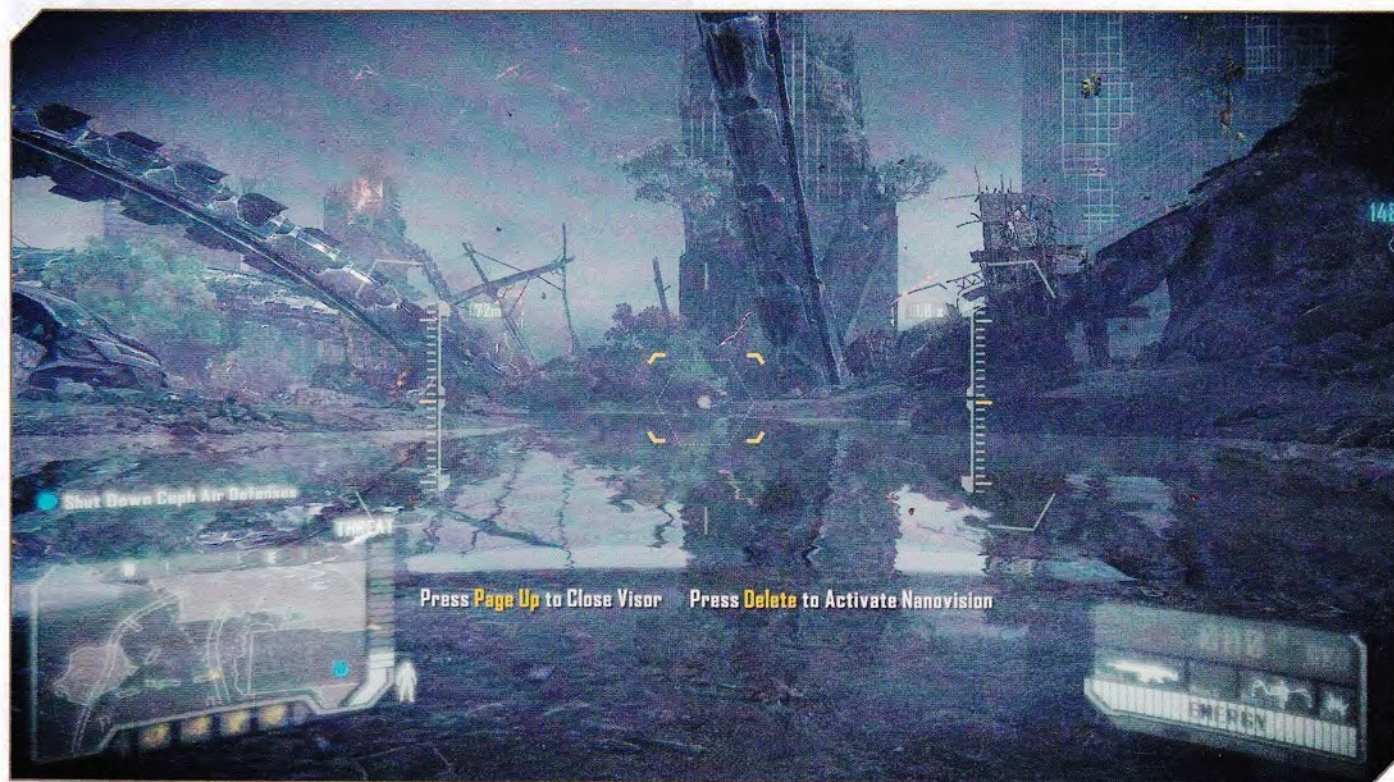
Stealth Mode is enhanced by multiple Nanosuit Upgrades, including Super Stealth, Extended Cloak, and Assassin.

Visor

Turn on the Nanosuit's Visor to see through walls, target and mark enemies, find objectives, and search for useful items. Though the Visor has limited range, it's extremely powerful. Use this heavily throughout the game to give yourself a massive edge over your opponents.

For example, stop when you approach a new room. Turn on the Visor and look at the room while you're still behind cover and/or stealthed. Highlight each white triangle that appears. This lets you mark enemies and learn about their weapons and armor. Afterward, you can see where these targets are moving even when you lower your Visor.

Note that you cannot attack while your Visor is active. Use Visor again to toggle it off, or press Shoot once to immediately re-equip your current weapon.



Nano Vision

Nano Vision lets you see in dark, smoky, or otherwise obstructed visual environments. It's a great way to spot enemies that are only partially visible by normal means and can be flipped on or off very quickly.

Note that Nano Vision does drain power, at a slow rate.

Nanosuit Menu

The Nanosuit Menu brings up a quick selection so that you can choose Armor Mode, Stealth Mode, Visor, Customize



Nanosuit, or Customize Weapon with the single click of a button.

Customize Nanosuit

Once you start finding Nanosuit Upgrade Modules, this submenu becomes quite important. Open this and take a look at all of the upgrades available to you. Each has its own cost and description. All of them start with a default bonus, and that can be improved further (after purchase) by completing a condition that is listed on the left side of the screen.

Your Nanosuit can use up to four upgrades simultaneously (one from each column). The upgrades you put into the orange slots at the bottom are the only ones that are active. This means that it's essential to purchase one desired upgrade from each column as early as possible to get the most benefit.

Once you start having enough points to buy spare upgrades, you can create packages. These are saved configurations of upgrades that you can switch between without wasting any time. "Save" your current configuration on the right side of the screen, and load it later whenever you need it.

Customize Weapon

Many weapons in *Crysis 3* have options to give them different combat statistics. Switch around ammunition, scopes, and other weapon features to get the best tool for your current objective.

For instance, grab a Silencer when you need to move quietly through a room. Silenced weapons are very useful in Stealth Mode because they draw less attention to you. Also, they expend less of your suit's energy to stay hidden when firing.

Play around with these weapon options to find combinations that suit your playstyle. There's no cost in going back and forth, so you won't have to worry about making any mistakes.



Vehicle Movement

Vehicle movement isn't that different from regular character movement. Get your vehicle moving by pressing forward normally, and then steer in either direction as needed.

Handbrake

For more dramatic maneuvers, use the handbrake while turning to spin out.



Vehicle Weapon Controls

If you're driving an ICV, the normal Shoot and Zoom commands become your weapon controls for the vehicle. Use your chain gun to mow down weaker targets, and save the Ballista launcher for armored or high-health opponents.

Change Seat

If you want to shift between the driver's seat and the passenger's seat, use this command.

Horn

You won't need this in the campaign, but it's fun to play around with.

Toggle Lights

Turn off your lights to make it harder to spot your vehicle in dark areas.



MAIN MENU

There are a few options in the main menu. If you're not careful, you might miss a few interesting things here.

Campaign

This is the basic selection that allows you to start the game. After doing so, you can always resume your current

playthrough, load old saves or missions, replay missions from the start, or even learn about earlier games in the series.

The last option is particularly interesting. If you missed any of the earlier *Crysis* games, this is a great place to begin. Knowing more about the backstory makes *Crysis 3* even more engaging!

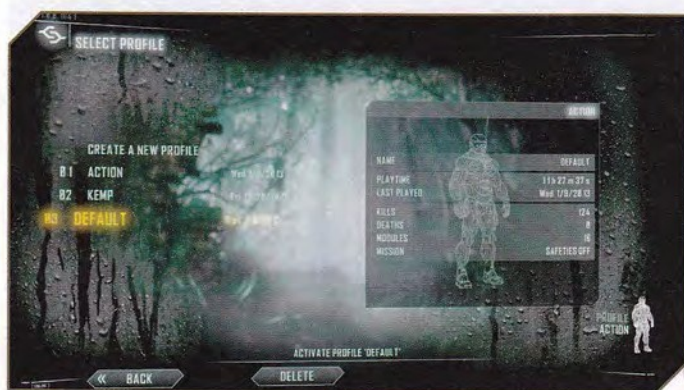
Multiplayer

If you want to take your skills online, this is the place to do it. Log in and then start looking for matches! This mode is covered at much greater length in its own chapter ("True Combat").

Profiles

If you start the game over normally, your character is able to keep your existing Datapads, Nanosuit Upgrade Modules, and so forth. For a totally fresh start, make a new Profile and select that in this menu. You can switch back and forth at will, so you won't have to lose anything in doing this.

Having additional profiles is also useful if there are other people playing on your system and you want them to get the full experience.



Digital Manual

The manual is a 21-page guide that talks about the basics of *Crysis 3*. Though we discuss everything that's in the manual, you can use the digital version as a fast refresher if you have any questions or are interested in it.

Extras

This is a fun area with several goodies.

The Nanosuit Showroom lets you get a good look at yourself. It's there for aesthetics, so you don't have any special options to configure. Take a look at the Nanosuit, and click on the icons to the left to examine the Nanosuit Upgrades that are available in *Crysis 3*.

Your Service Record is a listing of the various weapon and kill stats that your profile has accumulated.

Story Information fills out as you play through the campaign. Come here to learn more about the units, weapons, and story of *Crysis*. Pick up CELL Intel Datapads and scan targets with your Visor to get your information for this area.

Unlocks let you access in-game music and videos. The longer you play through the campaign, the more of these you unlock.

Click on Credits to see all of the people who worked on *Crysis 3*!



Mods

PC players can access player-made content through the Mods menu.

Give people some time and they're likely to make a full range of awesome things for your game!

GAME ELEMENTS

THE HUD



Once you've started the Campaign (or a multiplayer match), the HUD is your way of seeing the game world and your various stats.

The majority of your screen is taken up by the world itself. This is what your character is seeing. Turn left or right to view the nearby area, and look up or down to see what's above and below you.

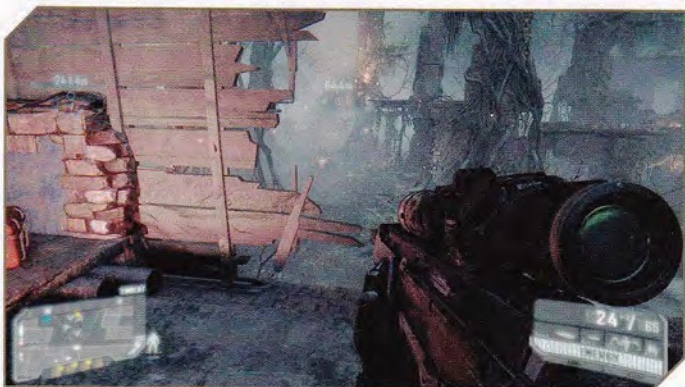
The Navigation Panel is in the lower left. This tool provides a mini-map, compass, threat indicator, and any important details about your Nanosuit's Modes, health warnings, and so forth.

THE BIG MAP

A larger map is available in the pause menu. Use this to get an idea about your surroundings, the objectives nearby, and the lay of the land.

The compass rotates as your character looks left or right. The map also adjusts, so that your character's visible region is always shown at the top of the map. Two dotted lines mark the areas at the edge of your vision.

This helps tremendously when enemies are around. All targets that you've noticed show up on the panel. Pan the camera around so that these targets are inside your line of sight. This makes it hard for enemies to sneak up on you once you get good at using the navigational panel.



If enemies have a chance of detecting you in an area, the threat gauge begins to rise. The higher it goes, the greater the chance that you'll soon be discovered. When enemies are about to attack, their icons turn red on the map, so you know immediately if people are coming after you.

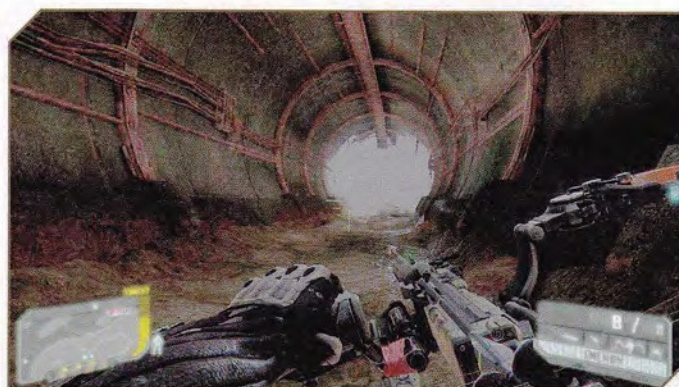
THREAT COLORS

ENEMY COLOR ON MINI-MAP	ENEMY STATUS
GREEN	UNAWARE
ORANGE	ON ALERT
RED	ENEMY DETECTED

The four empty squares at the bottom of the Navigation Panel show the Nanosuit Upgrades that are currently active. These become available after you start playing the campaign.

The lower right portion of the screen displays your various weapons. The top two numbers show your current weapon's capacity and total ammunition. Thus, a pistol with 10/30 would have 10 rounds loaded in its magazine and 30 more rounds stashed away for reloading.

Beneath that is your display of weapon types. The buttons/keys under those icons let you know what to press to gain access to your various weapons. The first icon is for standard weapons. The second controls firing mode. The third switches to the Predator Bow (once acquired). The fourth is for explosives.



The next display is an energy meter. Energy allows your Nanosuit to engage various functions. If you turn on Armor Mode, Stealth Mode, or Nano Vision, your energy often drops. Power Jumps and Powered Melee attacks also require energy.

To replenish this valuable resource, find a safe place and then turn off anything that is currently using energy. Hide there for a few seconds and watch your energy flood back to maximum. You'll be ready to get back into the fight in short order.

At the bottom of that display are two more things. One of them says ARMOR. This lights up when you enter Armor Mode. The other says STLTH, and it turns on if you're in Stealth Mode. These help to remind you what you've engaged, though there are other indicators as well.

If you have a weapon reticle (crosshair), it appears in the center of your viewscreen. Use this to help aim at enemies!

VISUAL CUES FOR NANOSUIT MODES

MODE	CUE
ARMOR MODE	HEX PATTERNS AROUND THE EDGE OF THE SCREEN
STEALTH MODE	YOUR WEAPON ALMOST DISAPPEARS
VISOR	BRINGS UP A CAMERA-LIKE VIEWSCREEN
NANO VISION	CHANGES THE VIEW TO HIGHLIGHT TARGETS



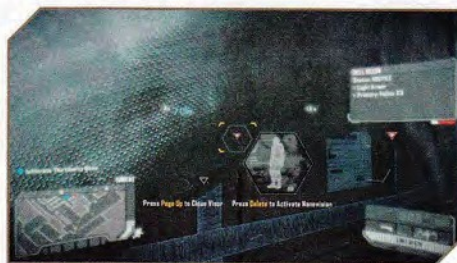
Hit Detection



The Nanosuit detects the source of incoming attacks. If someone (or something) starts shooting, the suit brings up an indicator near the center of the screen. This icon helps you determine the direction of the incoming attack so that you can turn to eliminate the enemy as quickly as possible.

Use cover to block attacks from the front, and respond aggressively to any attacks that begin from your flanks or rear. Ensuring that all enemies are roughly in front of you makes it much easier to pick off targets at leisure.

Tagged Enemies



The suit's Visor lets you tag enemies from afar (even through walls). Bring up the Visor and look for white triangles. These indicate non-tagged enemies in nearby

areas. Focus the Visor's view on those targets and wait for roughly one second. This "tags" the enemy, leaving a red mark above them.

Even when you turn off the Visor, that mark stays over the enemy. You can track them behind cover, through walls, and up to a fairly impressive range. This makes it easier to avoid walking into trouble. Mark all targets in an area before trying to stealth through.

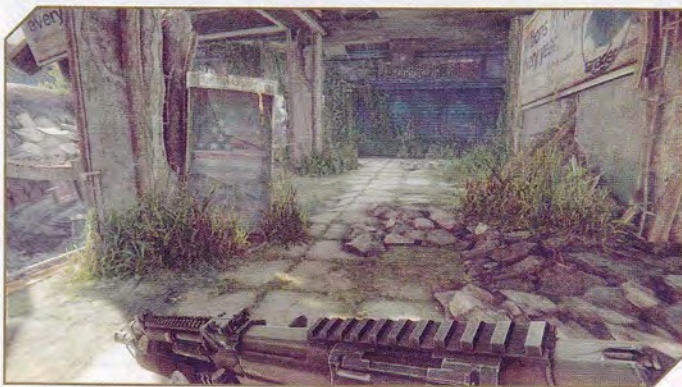
Tagging is helpful even in standup firefights, making it easier to track enemies. There's really no cost in using the Visor; it's one of the biggest advantages that you have over your enemies.

MOVEMENT AND STEALTH



There are a few advanced techniques for moving through each region. When you know what you're doing, it's possible to avoid the majority of threats without putting in much extra time or effort. Even if you love combat, it's always nice to have options.

Using Sprint



Sprint makes noise. You will be spotted if you run around areas with enemies on patrol. However, this is a great ability if you're spotted and need to make it toward cover. It's also nice when you're exploring rooms that are already enemy free.

If you're sprinting toward safety, always keep your eyes out for walls, debris, and other things to break line of sight between you and your enemies. These are often vital for catching your breath and restoring energy. Even if you can't block all enemies from getting clear shots, you can at least reduce some of the fire coming in your direction.

Run and Slide



Using crouch while running initiates a slide. Use this maneuver to stay low while approaching cover, to slide into enemies and disrupt them, or just to look snazzy.

Jumping and Climbing



Don't assume that everything important is on your level of a room, street, or area. There are often better vantage points, hidden caches of ammo, and other items higher up. Look for ladders or accessible ledges as you explore. Power Jumps get you high enough to reach some of these. Bring a long-range weapon with you and use the good view as an excuse to pop heads all over the area.

Use your Visor when looking for good areas to snipe. If you see weapon crates or long-range enemies above, you know that there's a way to get up to them somehow!



Sneaking



A high body count won't get you bonus points; objectives are all that matter. Thus, sneaking is a useful way to beat each level without killing anything that isn't necessary. Stealth Mode and careful planning are your two best assets for this tactic.

Stealth Mode hides you from view. Enemies that get too close can see through the disguise, but they're practically in melee range by the time this happens. Only anti-stealth targets (like Pingers and Spotters) are good at countering this. Spotters can be lured around corners and killed with quiet weapons. Pingers should just be avoided! There are almost never multiple Pingers in an area, so giving them space is a possibility.

Energy drains over time in Stealth Mode, but noise and movement make this even worse. You must plan short routes between cover, restore your energy while hiding, and avoid weapons that make noise. Always keep the Predator Bow or a silenced weapon at the ready when you're sneaking. Use these or melee attacks to dispatch foes without revealing yourself.



Always go behind enemies when you're sneaking past them. They shouldn't hear anything so long as you're moving slowly, and they can't see through Stealth Mode at any range if they aren't facing you.

OBJECTIVES (PRIMARY AND SECONDARY)



Primary Objectives show up in blue on the map (and in your Visor). Move toward these and either get to the area in question or interact with the item that is there. The vast majority of your goals are self-explanatory, and the walkthrough found later in this guide explains what you must do. There are rarely special rewards for completing Primary Objectives.



Secondary Objectives are different in that way. They are shown in white, and you're free to bypass all of them (but you shouldn't). There are almost always rewards for completing Secondary Objectives. Some get you close to free Nanosuit Upgrade Modules. Others have large caches of equipment and CELL Intelligence or provide ways to get through the levels more easily.

NANOSUIT UPGRADE MODULES



Nanosuit Upgrade Modules provide the power to add bonus abilities to your Nanosuit. There are enough of these kits in the world that you can master everything in the game (eventually), but you should still choose your purchases carefully.

Only four upgrades can be equipped at the same time. Because of this, it's important to select upgrades that

work well together. When you get your first sets of points, buy one upgrade from each of the four lines in your Nanosuit Customization Menu. Put the upgrades into the orange slots on the bottom of the screen, and start working on their conditions for improvement.

Each upgrade lists one of these conditions. For example, Super Stealth gets even better Cloaking and Scanner Resistance if you remain cloaked near enemies for 60 total seconds. Highlight Super Stealth to check on your progress with this. Once you've met that condition, the upgrade is improved permanently (even for subsequent playthroughs of the game).



Nanosuit Upgrades

FIRST ROW

UPGRADE	COST	BENEFIT(S)	MAXIMUM BONUS	CONDITION
 SUPER STEALTH	1	50% FASTER CLOAKING, 50% SCANNER RESISTANCE, HIGHLIGHT ENEMY FOOTPRINTS	75%	REMAIN CLOAKED NEAR ENEMIES FOR 60 SECONDS
 SENSOR UPGRADE	1	RADAR/ZOOM UPGRADE, HACK ASSISTANCE, ENEMY SOUND BOOST	DOUBLE EFFECTIVENESS	TAG 20 TARGETS
 BRUTE FORCE	3	25% STRONGER POWER KICK, UNLOCK AIR STOMP	INCREASE RANGE BY 25%	KILL 10 TARGETS WITH POWER KICK, KILL 10 TARGETS WITH AIR STOMP
 ENDURANCE	2	33% LONGER SPRINT, IMPROVED AQUATIC MOVEMENT	INCREASE BONUS TO 50%	SPRINT 1,000 METERS AND SWIM 1,000 METERS

SECOND ROW

UPGRADE NAME	COST	BENEFIT(S)	MAXIMUM BONUS	CONDITION
 DEFLECTION	1	50% BULLET IMPACT DAMPENING, BOUNCE BACK BULLETS, 50% FASTER KNOCKBACK RECOVERY	INCREASE BONUS TO 75%	ABSORB 10,000 DAMAGE
 THREAT DETECTOR	1	SHOW ENEMY TRACER FIRE, HIGHLIGHT HAZARDS, HIGHLIGHT EXPLOSIVES	INCREASE HIGHLIGHT RANGE BY 50%	TAG 20 TARGETS
 ENERGY UPGRADE	2	25% EMP PROTECTION, 25% FASTER ENERGY RECHARGE, 25% LESS HUD INTERFERENCE	INCREASE BONUS TO 50%	REGENERATE 10,000 ENERGY
 REFLEX BOOST	2	25% FASTER WEAPON RELOADING, AIM DOWN SIGHTS, AND WEAPON SELECTION	INCREASE BONUS TO 50%	KILL 20 ENEMIES WITHIN 1 SECOND OF AIMING DOWN SIGHTS

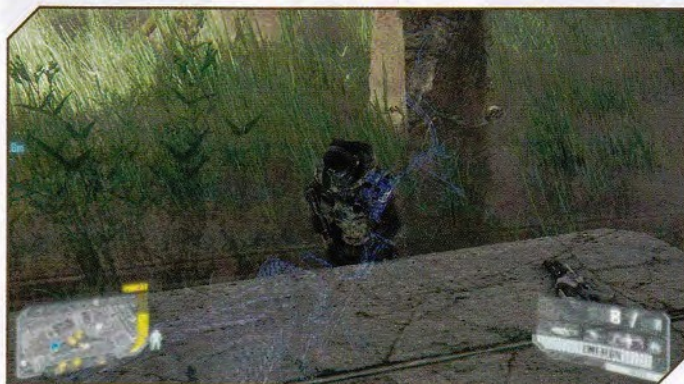
THIRD ROW

UPGRADE	COST	BENEFIT(S)	MAXIMUM BONUS	CONDITION
 EXTENDED CLOAK	3	20% LONGER CLOAK TIME, STEALTHY MOVEMENT	INCREASE BONUS TO 33%	REMAIN CLOAKED NEAR ENEMIES FOR 60 SECONDS
 FIRST AID	1	25% FASTER HEALTH REGENERATION AND CRITICAL HEALTH BOOST	INCREASE BONUS TO 50%	SURVIVE 5 NEAR-DEATH MOMENTS AND REGENERATE 5,000 HEALTH
 SUPER STRENGTH	3	25% STRONGER THROWING, UNLOCK POWER MELEE	INCREASE BONUS TO 50%	GRAB 5 ENEMIES, USE POWER MELEE ON 5 ENEMIES
 WEAPON HANDLING	1	50% FASTER SEMI-AUTOMATIC FIRE, UNLOCK WEAPON STABILIZATION	INCREASE BONUS TO 75%	KILL 20 ENEMIES

FOURTH ROW

UPGRADE	COST	BENEFIT(S)	MAXIMUM BONUS	CONDITION
 HEAVY ARMOR	3	20% STRONGER ARMOR, 20% LESS FALLING/BURN DAMAGE, 33% SLOWER ARMOR MOVEMENT	INCREASE BONUS TO 33%	ABSORB 5,000 DAMAGE
 ASSASSIN	1	25% FASTER STEALTH KILLS, FULL CLOAK DURING STEALTH KILLS	INCREASE BONUS TO 50%	PERFORM 20 STEALTH KILLS
 LIGHT ARMOR	1	25% FASTER ARMOR MOVEMENT, 25% EXTRA MELEE PROTECTION, 50% LESS ARMOR PROTECTION	INCREASE BONUS TO 50%	ABSORB 5,000 DAMAGE
 VERTICALITY	2	50% FASTER LEDGE GRABS, 50% LESS ENERGY FOR POWER JUMP, UNLOCK AIMING FOR POWER JUMP	INCREASE BONUS TO 75%	PERFORM 20 POWER JUMPS AND 20 LEDGE GRABS

Packages



Within the Nanosuit Customization Menu, there is a section on the right where Packages are saved and loaded. Packages are groups of Nanosuit Upgrades that you've already selected. Save these so that you can quickly switch between styles of play.

For instance, you might have a stealth package, one for survival in heavy combat, and a movement/reconnaissance selection as well. Buy the upgrades for your favorite package first, and fill out a secondary and tertiary set as you proceed through the game and acquire more and more upgrades.

SAMPLE PACKAGES

STEALTH	SUPER STEALTH, ENERGY UPGRADE, EXTENDED CLOAK, ASSASSIN
SURVIVAL	ENDURANCE, DEFLECTION, FIRST AID, HEAVY ARMOR
MELEE	BRUTE FORCE, DEFLECTION, SUPER STRENGTH, HEAVY ARMOR
RECON	SENSOR UPGRADE, THREAT DETECTOR, WEAPON HANDLING, LIGHT ARMOR
SNIPING	SENSOR UPGRADE, REFLEX BOOST, WEAPON HANDLING, VERTICALITY

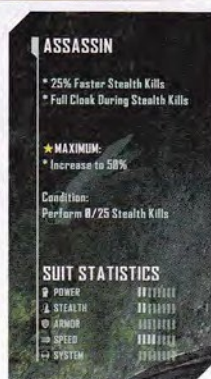


Practice switching between your packages so that your character becomes more and more flexible over time. Get used to switching packages even while enemies are attacking. Rush to cover, enter the menu, and swap to a more desirable package as soon as possible. Take down the menu and get back into the battle. Done well, this can be accomplished in very little time.

Benefits of Specific Upgrades

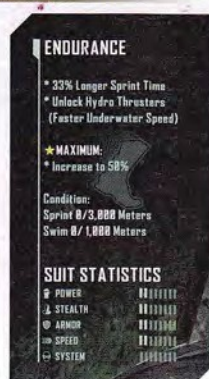
ASSASSIN

Assassin is inexpensive and powerful, and a good tool that you should grab for stealth-based gameplay. Use this upgrade to kill enemies quickly from behind. You won't be exposed visually while making the attack, and the shorter animation makes it easy to get the job done and move on.



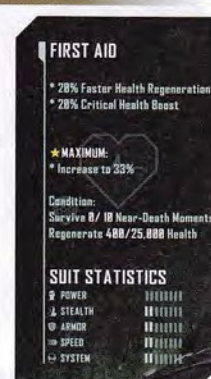
ENDURANCE

You rarely need Endurance, but it's a nice ability to have for people who are exploring the game world instead of just pushing through it. Being able to run and swim quickly for long periods makes it less time consuming to go off of the beaten path to look for CELL Intel, Nanosuit Upgrade Modules, and easter eggs.



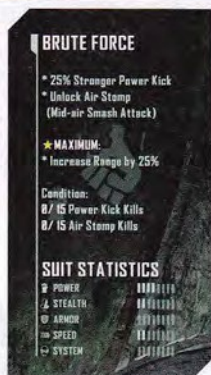
FIRST AID

First Aid is another generic but useful upgrade. The health improvements make it easier to survive serious engagements, but skilled use of Armor Mode is more important. As such, there are usually better options for this slot unless you're specializing in heavy combat.



BRUTE FORCE

Players who want to run through enemies and kill them at close range should enjoy Brute Force. Kick large objects into your enemies with enhanced damage, or jump and slam back into the ground to do moderate damage in a small area.



Brute Force is expensive and it takes more time to master than some of the other upgrades. Advanced short-range options are fun, but they leave little recourse if you get into more trouble than you can handle.

ENERGY UPGRADE

It's hard to think of an upgrade that is more universally effective than Energy Upgrade. These bonuses against EMP and HUD Interference are nice



Interference are nice enough, but it's the energy recharge perk that gets the gold star. This bonus helps you in almost every situation. Stealthy players, combat types, and everyone in between can benefit from this option.

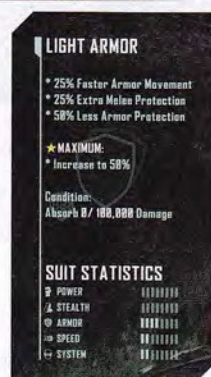
HEAVY ARMOR

This is the gem of the heavy combat builds. You can take an absurd beating in Armor Mode without going down. You're slower than you would be otherwise, but a package with Endurance makes a good secondary choice so that you can clear areas and then switch to a zippy mode for running around.



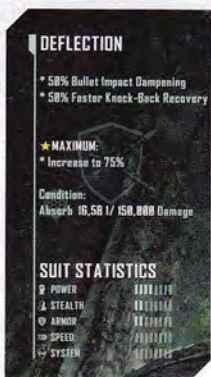
LIGHT ARMOR

Light Armor makes you faster in Armor Mode, ditching one of the big disadvantages of that ability. However, you also lose some of the protection gained in that mode. Instead of using Light Armor, impatient players should consider Sprinting or carefully toggling in and out of Armor Mode to keep moving at a decent rate.



DEFLECTION

Deflection is a survivability upgrade. It's most useful in stand up battles against Stalkers and CELL troops. When paired with Heavy Armor and First Aid, this becomes an extremely tough ability.



EXTENDED CLOAK

This is another perfect choice for players who are creeping around the game areas. Extended Cloak lets you use Stealth for longer periods and move a little faster without creating as much noise. If you want to use Stealth effectively, this is essentially a required upgrade. Keep it on every time you go into Stealth Mode, and only take it off if direct combat is coming up.



REFLEX BOOST

Characters who want faster combat should invest in Reflex Boost. The improvements are quite powerful for anyone who uses high-grade weaponry, especially at medium or long range. This allows you to aim, reload, and change weapons quickly. It's nice to cut down on those lost seconds.

REFLEX BOOST

- * 20% Faster Weapon Reloads
- * 20% Faster Aim Down Sights
- * 20% Faster Weapon Select

★ MAXIMUM:
* Increase to 33%

Condition:
Kill 50/50 Enemies within 1 Second
after Aiming Down Sights

SUIT STATISTICS

POWER	
STEALTH	
ARMOR	
SPEED	
SYSTEM	

SUPER STEALTH

With this upgrade, Stealth Mode is faster to initiate, and it's harder to have your character exposed by anti-Stealth units. Though Extended Cloak is much more important, this is a good secondary Stealth skill to get early on.

SUPER STEALTH

- * 50% Faster Cloaking
- * 50% Scanner Resistance
- * Highlight Enemy Footprints

★ MAXIMUM:
* Increase to 75%

Condition:
Remain Cloaked near Enemies
for 0/100 Seconds

SUIT STATISTICS

POWER	
STEALTH	
ARMOR	
SPEED	
SYSTEM	

THREAT DETECTOR

Reconnaissance is easier when you can see hazards and enemy fire more easily. Yet, this is not an essential skill. It's more of a tool for scouting that helps you along if you have trouble seeing opportunities for chaos on your own.

THREAT DETECTOR

- * Show Enemy Tracer Fire
- * Highlight Hazards
- * Highlight Explosives

★ MAXIMUM:
* 50% Highlight Range Increase

Condition:
Tag 0/20 Targets

SUIT STATISTICS

POWER	
STEALTH	
ARMOR	
SPEED	
SYSTEM	

SENSOR UPGRADE

Scouts and snipers get a fair bit out of Sensor Upgrade. It's easier to look around, find enemies, and get past obstacles. Even Stealth players should consider this as a backup to Super Stealth. Being able to Hack at high speed is important when enemies are patrolling nearby. Later on, when devices have even more nodes to Hack, the freebies you get from Sensor Upgrade become that much cooler.

SENSOR UPGRADE

- * Radar/Zoom Upgrade
- * Unlock Hack Assistance
- * Enemy Sound Boost

★ MAXIMUM:
* Double Effectiveness

Condition:
Tag 25/25 Targets

SUIT STATISTICS

POWER	
STEALTH	
ARMOR	
SPEED	
SYSTEM	

SUPER STRENGTH

Super Strength, like Brute Force, is an ability for people who like to charge in and rip targets to shreds. Power Melee is frighteningly deadly. One downside to using Super Strength is that you must get in close to enemies without as many Stealth upgrades. This leaves you in great danger if your attack falters.

SUPER STRENGTH

- * 25% Stronger Throwing
- * Unlock Power Melee (More Powerful Attacks)

★ MAXIMUM:
* Increase to 50%

Condition:
Grab 2/25 Enemies
Power Melee 2/25 Enemies

SUIT STATISTICS

POWER	
STEALTH	
ARMOR	
SPEED	
SYSTEM	

VERTICALITY

Verticality is a mobile upgrade that pairs well with snipers or Super Strength players. This upgrade makes it faster and cheaper to get up above the action.

VERTICALITY

- * 50% Faster Ledge Grabs
- * 50% Less Energy for Power Jumps
- * Unlock Aiming for Power Jumps

★ MAXIMUM:
* Increase to 75%

Condition:
Perform 10/30 Power Jumps
Perform 0/30 Ledge Grabs

SUIT STATISTICS

POWER	
STEALTH	
ARMOR	
SPEED	
SYSTEM	

WEAPON HANDLING

A sniper's dream, Weapon Handling is a perfect upgrade for long-range killers. The higher accuracy of Weapon Stabilization is ideal for shooting at weak spots, and the improved firing rate for semi-automatics makes it easier to use all of the best sniping weapons in the game.

WEAPON HANDLING

- * 50% Faster Semi-Automatic Fire
- * Unlock Weapon Stabilization (No Sway when Aiming Down Sights)

★ MAXIMUM:
* Increase to 75%

Condition:
Kill 50/50 Enemies

SUIT STATISTICS

POWER	
STEALTH	
ARMOR	
SPEED	
SYSTEM	

GATHERING INTELLIGENCE



CELL Datapads, Posters, and Black Boxes give you more information about the world and people in *Crysis 3*. Scan for these pieces of intelligence with your Visor, and try to pick them up as often as possible while exploring each mission area. Posters are rare, but they're also the easiest to gather. Scanning them with your Visor, even at range, is enough to "gather" them. For other pieces of Intel, you actually have to walk over and pick them up.

The information you get from the Black Boxes and Datapads is stored in your suit. Pause the game and access "Story Information" to revisit any of the Intel that you've discovered.

COMBAT

Standard combat is an intuitive affair. Use your controller or mouse to aim, zoom in if you have time, and then fire at your target to take them out. But there are ways to kill enemies and survive that are a bit outside this formula.

Stealth Kills



If you approach most targets from behind, it's possible to score a stealth kill. These quiet takedowns are fast, create little noise, and can be done without breaking Stealth Mode.

It's usually best to crouch while creeping up on your victims. You don't want to make any noise. Targets that hear your approach will turn around. If they have time, they'll even raise their weapons and attack, ruining your attempted quiet kill.

Use Assassin and Extended Cloak to have an easier time getting these kills lined up.

Health



You can take a few hits even outside of Armor Mode (though not many). Health regenerates quickly because of the suit, but sustained damage is a bad thing indeed. If you begin taking injuries, enter Armor Mode immediately, seek cover, and wait until your health returns to normal before engaging new targets.

Weak Points



Many enemies have weak points that take additional damage from your attacks. Shoot humans in the head. This works against some Ceph as well, but they may have weak points on their backs. Read through the chapter on "Overcoming Adversity" to learn more about the weak points of each enemy.

In a few cases, there are weaknesses to damage types instead. Scorchers are vulnerable to electrical attacks, and Gunships don't fare well against explosives. For these targets, it's better to use specific attacks rather than aim for a given area of the victim.

If an enemy doesn't have a weak point, you simply must burn them down with whatever weapons you have at your disposal. Or, you can sneak around them and dodge the issue entirely.

Thrown Objects



It starts fights off well to throw heavy objects into your opponents. The suit provides enough strength to lift and throw all sorts of debris around the city, so be on the lookout for these items. They do a considerable amount of damage!

Another trick is to kneel behind heavy objects. This raises the option to Power Kick them at your enemies. Use this maneuver to take out enemies with only minor risk to yourself (because you're protected by the object unless your enemy gets hit).

Shoot Hazards and Make Traps



If enemies are hiding near mines or red barrels, ruin their day! Shoot these hazards to detonate them and kill enemies within their blast radius.

You can create similar traps by laying R.E.X. Charges at critical chokepoints. Lure enemies closer by shooting at them from afar and hiding behind cover. When the targets approach and get close to your R.E.X. Charge, set it off.

TROPHIES AND ACHIEVEMENTS

ACHIEVEMENT	DESCRIPTION	TYPE	XBOX SCORE	PS3 TROPHY	TIPS
 STAYING SHARP	COMPLETE TUTORIAL	SP PROGRESSION	20	BRONZE	MAKE SURE THAT YOU LOAD THE TUTORIAL WHEN YOU START THE CAMPAIGN. IT'S EASY FROM THERE!
 WELCOME TO THE JUNGLE!	COMPLETE POST-HUMAN	SP PROGRESSION	15	BRONZE	COMPLETE MISSION 01.
 A FLAWLESS GETAWAY	COMPLETE WELCOME TO THE JUNGLE	SP PROGRESSION	15	BRONZE	COMPLETE MISSION 02.
 OFF THE GRID	COMPLETE THE ROOT OF ALL EVIL	SP PROGRESSION	15	BRONZE	COMPLETE MISSION 03.
 TURNING THE TIDE	COMPLETE SAFETIES OFF	SP PROGRESSION	15	BRONZE	COMPLETE MISSION 04.
 BRINK OF APOCALYPSE	COMPLETE RED STAR RISING	SP PROGRESSION	20	BRONZE	COMPLETE MISSION 05.
 BELLY OF THE BEAST	COMPLETE ONLY HUMAN	SP PROGRESSION	20	BRONZE	COMPLETE MISSION 06.
 THE TRUE MEASURE OF A HERO	COMPLETE GODS AND MONSTERS	SP PROGRESSION	20	BRONZE	COMPLETE MISSION 07.
 NANOSUIT VETERAN	COMPLETE 3 OF 7 LEVELS ON VETERAN DIFFICULTY	SP PROGRESSION	25	SILVER	
 HALFWAY TO HELL	COMPLETE 3 OF 7 LEVELS ON SUPERSOLDIER DIFFICULTY	SP PROGRESSION	25	SILVER	
 WORLD SAVER	FINISH THE CAMPAIGN IN ANY DIFFICULTY	SP PROGRESSION	35	SILVER	
 BRING IT ON	COMPLETE THE CAMPAIGN ON VETERAN DIFFICULTY	SP PROGRESSION	45	SILVER	
 PROFESSIONAL SUPERHERO	COMPLETE THE CAMPAIGN ON SUPERSOLDIER DIFFICULTY	SP PROGRESSION	65	GOLD	
 PERK OF THE JOB	SINGLE PLAYER: SAVE A NANOSUIT MODULE PACKAGE	SP FEATURE	15	BRONZE	PART OF THE NORMAL CAMPAIGN PROGRESSION.
 GEARED-UP	SINGLE PLAYER: UNLOCK ALL WEAPON ATTACHMENTS	SP FEATURE	25	SILVER	MAKE SURE TO PICK UP DROPPED ENEMY WEAPONS AS WELL AS NEW WEAPONS INSIDE PODS. HIGHLIGHT TARGETS WITH THE VISOR TO SEE IF ANYTHING NEW IS LYING AROUND EACH ROOM.
 SUITED-UP	SINGLE PLAYER: UPGRADE ALL NANOSUIT MODULES TO MAXIMUM LEVEL	SP FEATURE	20	SILVER	YOU CAN REPLAY THE CAMPAIGN WITH YOUR EXISTING PROFILE IF YOU MISSED ANY MODULES OR NEED MORE TIME TO UPGRADE THEM.
 BE A PRO, USE A BOW!	SINGLE PLAYER: KILL 10 ENEMIES WITH EACH ARROW TYPE	SP FEATURE	20	BRONZE	THIS IS ONLY A MATTER OF TIME.
 MAXIMUM STRENGTH	SINGLE PLAYER: KILL 25 ENEMIES USING THE NANOSUIT, WITHOUT WEAPONS	SP FEATURE	15	BRONZE	THESE KILLS INCLUDE MELEE ATTACKS OR GRABBING AND THROWING OBJECTS AT YOUR ENEMIES.
 HUNTER-GATHERER	SINGLE PLAYER: RETRIEVE 10 ARROWS FROM PINNED ENEMIES	SP FEATURE	15	BRONZE	YOU CAN GET THIS DONE IN THE FIRST MISSION. VERY EASY.
 THE GIBSON	SINGLE PLAYER: COMPLETE 20 HACKING CHALLENGES	SP FEATURE	15	BRONZE	SENSOR UPGRADE HELPS, BUT THIS IS SIMPLE EITHER WAY.
 I'LL HAVE THAT!	SINGLE PLAYER: RIP OFF AND USE ALL ALIEN WEAPON TYPES	SP FEATURE	15	BRONZE	INCINERATORS ARE THE EASIEST TO MISS. USE ELECTRIC-CHARGE ARROWS TO KILL THE SCORCHERS WITHOUT DAMAGING THEIR WEAPONS.
 TASTE OF YOUR OWN MEDICINE	SINGLE PLAYER: KILL 25 ENEMIES WHILE SUPERCHARGED	SP FEATURE	15	BRONZE	THIS IS POSSIBLE DURING MISSION 07 ALONE!
 BREAKING THE LORE	SINGLE PLAYER: RETRIEVE ALL CELL INTEL	SP FEATURE	10	BRONZE	THE WALKTHROUGH POINTS THESE ITEMS OUT. ALSO, LOOK IN OUR APPENDIX FOR A MASTER LIST OF POSTERS, DATAPADS, AND BLACK BOXES.
 BANG FOR THE BUCK	SINGLE PLAYER: KILL A DEER USING EXPLOSIVE ARROWS	SP FEATURE	10	BRONZE	THE LATTER PORTION OF MISSION 03 IS THE BEST TIME TO DO THIS. THE DEER ARE NEAR THE RIVER.
 CAN YOU HEAR ME NOW?	WELCOME TO THE JUNGLE: DISABLE THE NANOSUIT JAMMER	SP LEVEL	20	BRONZE	THE WALKTHROUGH COVERS THIS CONTENT.
 WHO NEEDS ROCKETS?	POST-HUMAN: TAKE OUT AN ATTACK HELICOPTER USING THE PREDATOR BOW	SP LEVEL	20	BRONZE	USE ELECTRIC-CHARGE ARROWS ON THE ENEMY HELICOPTER WHILE YOU'RE CROSSING THE BRIDGE.
 WHITE RIDER	THE ROOT OF ALL EVIL: SURF THE DONUT DOWN RIVER FOR AT LEAST 20 SECONDS WITHOUT FALLING OFF	SP LEVEL	20	BRONZE	IF YOU FALL OFF OR HAVE PROBLEMS, RELOAD YOUR GAME TO GIVE THIS ANOTHER ATTEMPT.
 ROADKILL	RED STAR RISING: CRUSH 5 ENEMIES WITH THE BUGGY	SP LEVEL	20	BRONZE	AS BEFORE, YOU CAN RELOAD TO GIVE THIS MULTIPLE ATTEMPTS.

ACHIEVEMENT	DESCRIPTION	TYPE	XBOX SCORE	PS3 TROPHY	TIPS
 PING PONG!	ONLY HUMAN: KILL ALL PINGERS	SP LEVEL	20	BRONZE	THE OPTIONAL GOAL TO ASSIST THE MORTAR TEAM MAKES THIS VERY EASY. THEY'LL HELP YOU KILL THE FIRST TWO PINGERS ONCE YOU TAG THEM. THE NEXT IS NEAR AN ORCA, NOT TOO FAR AWAY. USE THE ORCA'S MISSILES, OR GO INTO STEALTH AND USE YOUR BOW TO KILL THE LAST PINGER.
 INSIDE JOB	SINGLE PLAYER: KILL 10 ENEMIES USING HACKED SENTRY GUNS	SP SKILL	25	SILVER	SENTINELS AND SENTRIES COUNT FOR THIS.
 POST-HUMAN WARRIOR	SINGLE PLAYER: KILL 10 ENEMIES IN A SINGLE SUPERCHARGE BOOST	SP SKILL	25	SILVER	MISSION 07 IS THE BEST TIME TO DO THIS. THERE IS A LONG SUPERCHARGE AFTER YOU INTERFACE WITH THE SECOND MINDCARRIER.
 ARROW TO THE KNEE!	SINGLE PLAYER: HIT AN ENEMY TO THE KNEE WITH AN ARROW WITHOUT KILLING HIM	SP SKILL	20	BRONZE	SET DRAW WEIGHT TO LIGHT AND AIM CAREFULLY. IF YOU KILL THE TARGET, GET YOUR ARROW BACK AND TRY AGAIN ON THE NEXT POOR GUY.
 IMPROVISER	SINGLE PLAYER: KILL TWO ENEMIES IN ONE STRIKE USING THE ENVIRONMENT	SP SKILL	15	BRONZE	TRY COLLAPSING A CRANE ON TOP OF THEM IN POST-HUMAN OR CRUSH THEM WITH A TRAIN CART IN WELCOME TO THE JUNGLE.
 NANOSUIT NINJA	SINGLE PLAYER: PERFORM 20 STEALTH KILLS WITHOUT ALERTING NEARBY ENEMIES	SP SKILL	15	BRONZE	A MATTER OF TIME. SLOT STEALTH MODULES LIKE ASSASSIN TO MAKE THIS EASIER.
 STICK AROUND	SINGLE PLAYER: USING THE PREDATOR BOW, PIN 10 ENEMIES TO WALLS WITH ARROWS	SP SKILL	15	BRONZE	KEEP YOUR DRAW WEIGHT ON HEAVY AND ALWAYS GIVE THE BOW A FULL DRAW BEFORE LOOSING YOUR ARROWS.
 CLEVER GIRL!	SINGLE PLAYER: STEALTH KILL A CEPH STALKER	SP SKILL	15	BRONZE	SLOT ALL STEALTH MODULES AND BE PATIENT! WELCOME TO THE JUNGLE IS THE BEST PLACE TO TRY THIS, AS THERE ARE MANY STALKERS. YOU CAN KEEP TRYING.
 POLTERGEIST	SINGLE PLAYER: KILL 10 ENEMIES WITH THROWN OBJECTS WITHOUT BEING DETECTED	SP SKILL	10	BRONZE	GET THIS OVER TIME.
 RISING STAR	REACH RANK 20	MP PROGRESSION	15	BRONZE	THIS DOESN'T TAKE AS LONG AS YOU'D THINK. IF YOU'RE HAVING TROUBLE WITH BETTER-EQUIPPED CHARACTERS, TRY HUNTER MODE OR ASSAULT.
 BLOCK PARTY	COMPLETE A MATCH IN EVERY LOCATION IN NEW YORK (PUBLIC MATCH ONLY)	MP PROGRESSION	20	SILVER	MAKE SURE TO MIX UP THE MAPS YOU JOIN, OR JUST WAIT FOR THIS TO HAPPEN OVER TIME.
 ODD JOB	GET TWO KILLS WITH ONE THROWABLE OBJECT IN THE SAME MATCH (PUBLIC MATCH ONLY)	MP SKILL	25	SILVER	CRASH SITE IS GOOD FOR THIS. RIP THE PANELS OFF OF THE PODS, AND KEEP THROWING THEM AT ENEMIES. GETTING TWO AT ONCE IS NOT EASY, BUT IT'LL EVENTUALLY HAPPEN.
 LORD OF THE PINGS	KILL 25 ENEMIES WITH THE PINGER (PUBLIC MATCH ONLY)	MP SKILL	15	BRONZE	THIS TAKES TIME, BUT IT'S FAIRLY SIMPLE. RACE FOR THE PINGER IN MAPS THAT HAVE THEM. IF YOU GET IN FIRST, MAKE IT COUNT!
 THE SPECIALIST	GET A STEALTH KILL, A RIP AND THROW KILL AND AN AIR STOMP KILL IN THE SAME MATCH (PUBLIC MATCH ONLY)	MP SKILL	30	SILVER	HUNTER, PHANTOM, AND MANEUVERABILITY MAKE THIS SOMEWHAT EASIER TO ACCOMPLISH.
 BIRD OF PREY	AIR STOMP SOMEONE FROM A HEIGHT OF 15 METRES (PUBLIC MATCH ONLY)	MP SKILL	15	BRONZE	CHINATOWN HAS A FEW GOOD ROOFTOPS TO TRY THIS.
 GOING COMMANDO	GET A PRIMARY WEAPON, SECONDARY WEAPON AND EXPLOSIVE KILL IN ONE LIFE (PUBLIC MATCH ONLY)	MP SKILL	30	SILVER	START WITH THE SECONDARY WEAPON, AS THAT'S THE HARDEST TO ACHIEVE. BRING A JAW AS YOUR EXPLOSIVE. THIS IS EASIER IN TEAM MATCHES, BUT IT'S KIND OF LAME TO BURDEN YOUR TEAM THAT WAY (BECAUSE YOU WON'T BE PLAYING AT YOUR BEST).
 HIT ME BABY ONE MORE TIME	MELEE SOMEONE WITH A RIPPED OFF SHIELD IN SPEARS (PUBLIC MATCH ONLY)	MP SKILL	15	BRONZE	GET A SHIELD, USE STEALTH AND HIDE AROUND A CORNER IN A POPULAR HALLWAY. VERY DOABLE.
 RUDELY INTERRUPTED	RIP AN ENEMY PLAYER OUT OF A PINGER (PUBLIC MATCH ONLY)	MP SKILL	20	SILVER	STAY ON UPPER LEDGES AND USE STEALTH AND/OR MANEUVERABILITY TO GET ONTO THE ENEMY PINGER.
 I SEE CLOAKED PEOPLE	KILL 10 HUNTERS AS A CELL OPERATIVE (PUBLIC MATCH ONLY)	MP SKILL	20	SILVER	WE'VE FOUND CLOSE QUARTERS OPERATIVES TO BE THE BEST FOR THIS.
 WOULD YOU KINDLY ...	ACCEPT AND COMPLETE 25 UNIQUE CHALLENGES	MP FEATURE	20	SILVER	ONLY A MATTER OF TIME.
 20 METRE HIGH CLUB	KILL 10 ENEMIES USING THE MOUNTED WEAPON ON THE VTOL (PUBLIC MATCH ONLY)	MP FEATURE	15	BRONZE	AIRPORT IS A GOOD MAP FOR THIS.
 KICKING OFF THE TRAINING WHEELS	COMPLETE A MATCH USING MANUAL ARMOR MODE ONLY (PUBLIC MATCH ONLY)	MP FEATURE	10	BRONZE	AN IMPORTANT WAY TO TRAIN YOURSELF FOR REAL MP BUILDS.
 PLATINUM TROPHY	EARN ALL AVAILABLE TROPHIES FOR <i>CRYSIS 3</i>	SP AND MP FEATURE	N/A	PLATINUM	



OVERCOMING ADVERSITY

This chapter goes through all of the enemies, vehicles, and traps that are used by CELL and Ceph forces throughout *Crysis 3*. Here, you can learn about these targets, their tactics, and how to defeat them.

CELL UNITS

CELL has taken over most of the world with their exploitation of “free” energy. They have troops in every city and the authority to use them whenever and however they want. If you’re going to shake things up, it’s inevitable that you’ll have to fight against these guys.



CBRN Unit

CBRN troops aren’t seen very often. They work in dangerous areas where hazardous materials need to be moved or monitored. These troops are armed with light weapons, and combat is not their primary responsibility.

BATTLE DRESS —► HAZMAT SUIT

COMMON WEAPON(S) —► FELINE



It’s easy to stealth past these opponents, kill them up close, or shoot them at range. They have almost no way to threaten you unless you make multiple mistakes and expose yourself to fire from several of them at once. Use Armor Mode to absorb their gunfire, and return the favor with headshots for immediate kills or body shots to get the job done easily.



Enforcer

BATTLE DRESS → HEAVY ARMOR, PROTECTIVE HELMET

COMMON WEAPON(S) → ALPHA JACKAL



Enforcers are heavier troops that take more damage to kill. They're prepared for close-range combat and can deal high damage if you aren't ready for them. Use stealthy kills with the Predator Bow or assassinate them if you get close. Otherwise, stay at long range, use cover, and fire in bursts to bring these guys down.

Despite their protective helmets, Enforcers still drop quickly if you score good headshots against them. Use a sniper weapon or your bow to take them out at range without mishap.



Marksman

BATTLE DRESS → LIGHT ARMOR

COMMON WEAPON(S) → DSG-1, HAMMER II

SECONDARY EQUIPMENT → SURVEILLANCE KIT



Marksman deploy on upper ledges and other areas with a good view of the surrounding terrain. They're trained as snipers and carry rifles that have range, accuracy, and high damage. If you're a stealthy character, see if there is a way to jump behind Marksmen. They're easy to sneak up on if you get to their ledges. Marksmen don't patrol or look behind themselves; they're too focused on scanning the area for targets.

Even ranged players should use Stealth Mode while lining up their shots against Marksmen. Make sure that your aim is dead on, and then switch to Armor Mode when you're ready to fire the killshot. This way you won't lose energy from firing in Stealth Mode, and your character is better able to handle any damage if nearby enemies return fire.



Recon

BATTLE DRESS → LIGHT ARMOR

COMMON WEAPON(S) → FELINE, MARSHALL



Recon troops are very common. They're a standard CELL operative, deployed to patrol areas, look for enemy targets, or defend positions. Though only armed with basic weaponry, they're able to defeat enemies through persistence and numbers. Don't take them for granted!

Stalk Recon targets in your area and note their position. If any of them are isolated, kill them first. Use the Predator bow for easy victories and then remember to get your arrows back afterward.

If you're using more traditional combat methods, find cover near larger walls or doorways when fighting Recon troops. This gives you the option to back off from battle, restore your energy, and return when you're ready for more. Don't stand in the open and trade fire (even with Armor Mode on). Always have your escape in mind, if you like living.



Trooper

BATTLE DRESS → BODY ARMOR

COMMON WEAPON(S) → SCAR, FRAG GRENADES



Troopers function much like Recon troops. In

fact, many standard CELL

deployments use a mixture of Recon and Troopers so that their squads have

more flexibility. The Recon guys are highly mobile and serve as the eyes and ears for the unit, while Troopers have better firepower.

Listen carefully when fighting these groups. Troopers are smart and won't let you stay behind cover for long. They'll yell "Frag out" to warn their associates and then toss grenades toward your position. They hope to flush you out into the open so that everyone can shoot at you without obstruction. Use Armor Mode to survive grenades that you can't avoid, and dart to better cover whenever possible.

Though Troopers have better armor than Recon soldiers, it doesn't take that much more to bring them down. Arrows, silenced weapons, and melee attacks are all effective in Stealth Mode. Accurate burst fire and grenades are fine if you're using the direct approach.



ICV

ARMAMENTS → 25MM CHAIN GUN, BALLISTA ATGM/AGL

ARMOR → MEDIUM ARMOR PROTECTION

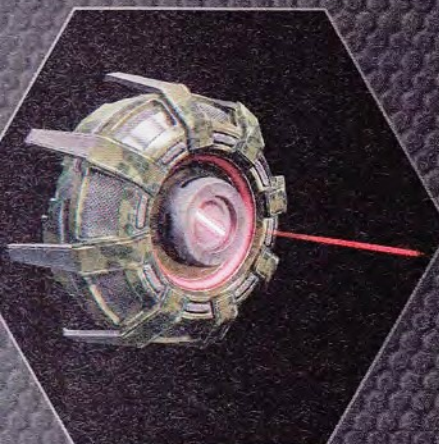
CELL ICVs are both mobile and lethal.

They're usually found near sites where heavy combat is expected. These vehicles normally provide support for CELL troops, but sometimes they can be commandeered by your character.

If you get a chance, steal one of these to use their missiles and chain guns against enemies in the region. With focused fire, it's possible to have an ICV take down multiple dangerous enemies (including a variety of Ceph troops).

For weaker targets, use only the chain gun. It's fast and can fire for quite some time before needing to cool down. Save the Ballista for much larger enemies, including other ICVs, Pingers, and Devastators.

To destroy an ICV when you're on foot, go into Stealth Mode and use R.E.X. Charges to rip open the transports. Get behind cover before detonating the charges so that you won't get shot to ribbons if anything goes wrong.



Laser Tripwire

CELL troops sometimes deploy mines with laser detonation systems. These show up on your Visor! Make sure not to blindly walk into them. Either Hack the devices, jump over the lasers, or use Armor Mode as a last resort (if you are in a massive rush and need to get through).



Orca

These fast buggies help soldiers get around in large areas of wilderness or even in urban settings. They aren't very strong defensively, so don't let them take serious enemy fire. Drive carefully when using one, make sure that terrain blocks enemy attacks whenever possible, and ditch the Orca if it's getting beaten up too badly.

In rare cases, Orcas may be equipped with rocket pods. When that's the case, use the firing button to lock onto targets at range. Hold down the button while the rockets charge (more rockets are fired if you hold the button for longer periods). When you're satisfied that enough rockets have locked on, release the firing button and watch your target take a full volley of explosives.



Sentinel

ARMAMENTS → HEAVY MACHINE GUN

CELL Sentinels are defensive turrets with autonomous control. Once deployed, they scan the area for hostile targets and fire on them from considerable range. Sentinels deal extremely high damage and should be treated with caution at all times.

A standard technique for defeating these devices is to use Stealth Mode, sneak into range, and turn on your Visor. Hack the Sentinel from there and turn it against your enemies. Sentinels only fire for a minute or so before becoming passive. They won't shoot at you after that, but to keep them firing on enemies you have to Hack them again.

If Hacking isn't possible, use long-range weapons in Armor Mode (or the Predator Bow in Stealth Mode). Destroy the Sentinel before you get close enough to take much fire from it. Weapons with an electric property are the most effective, so Electric-Charge Arrows, the Sabot Gauss Gun, and K-Volts are all good choices.

Now if you're crazy and have Super Strength (a Nanosuit Upgrade), go ahead and charge a Sentinel down. Make sure that Armor Mode is on so that you aren't cut to shreds, but it's sure satisfying to take out these guns with melee attacks.



X-23 Smart Mine

Smart Mines are easy to disable if you're consistent with your Visor. Use this enhanced visual mode to spot mines at long range. Plot a course around them or approach from Stealth Mode to Hack and turn the mines against your enemies.

Smart Mines are only a real threat if you don't watch where you're going. If you realize that you're about to step on one and it's too late to avoid, enter Armor Mode immediately. Prophet can survive a mine explosion if he's ready for it.

Another trick is to shoot the mines from range. This detonates them safely. Try this if you spot an enemy near the Smart Mines and want to score an easy kill.

CEPH UNITS

The Ceph have been defeated twice before. They're now leaderless and feral, but that doesn't make them safe to confront. The aliens still have advanced technology and a brutal disposition. Show them no mercy.



Devastator

The Ceph have a tool for every occasion, and

Devastators are the units they bring out for heavy bombardment. Tall, heavily armored, and armed to the teeth, these guys bring the pain.

Don't stand still for long if you've been spotted by a Devastator. They'll use their X-PACs to blast your entire area, and cover can only do so much to protect you. Use speed or stealth to get away from the Devastators. Once you're safe, launch hit-and-run attacks against them from long range. Their attacks aren't that fast, so it's hard for Devastators to respond to intermittent attacks.

A classic combo against Devastators is to prepare Super Thermite Arrows, aim while you're stealthed, and hit the Devastator with two shots from your bow. It's a great way to kill these massive brutes without taking any damage.

Loot the bodies after you've killed one of these monsters. Their weapons are quite effective against other Ceph, and there's no reason not to take advantage of that.

ARMOR — ARMORED EXOSKELETON

WEAPON(S) — REAPER CANNON, X-PAC



Grunt

Grunts are the typical infantry units of the Ceph military. They're adequately

defended, appear in large numbers, and usually spend their time scouting for targets. They'll respond as a group if you're spotted, so expect to fight several of these enemies at once if you spend too much time in a single location.

Stealthy bow attacks work almost as well against Grunts as they do against CELL Recon/Troopers. Put your Predator Bow's draw weight to maximum for additional damage, and quietly take out Grunts without exposing yourself to return fire.

Or, use your existing weapons to kill one or two of them, steal their Pinch Rifles, and go to town against their buddies while in Armor Mode. Be careful of fighting multiple Grunts at close range. Their rifles are quite damaging if you aren't able to dodge incoming fire, and even Armor Mode can't hold up to too many attackers.

ARMOR — PROTECTIVE EXOSKELETON

WEAPON(S) — PINCH RIFLE

WEAKNESSES — HEAD AND BACK





Mastermind

ARMOR → HEAVY EXOSKELETON

WEAPON(S) → TELEKINETIC ABILITIES

Masterminds are exceedingly rare. These

Ceph are local commanders, able to improve the abilities of other Ceph around them. They can also control and power deceased Ceph, so it's hard to isolate Masterminds from their allies.

You need to put massive damage into these enemies to destroy them. Grenades, X-PACs, Super Thermite, and boxes of ammo are needed if you want to get the job done.

Stay behind cover when fighting a Mastermind. Come out to attack (in Armor Mode), use whatever you have, and then hide to recover energy. If your cover is destroyed, or the Mastermind gets a line of sight against you, switch to Stealth Mode, reposition, and start the fight again from new cover.

Repeat this until your target is dead. Never take on Masterminds directly. They have too much health for that tactic.



Pinger

ARMOR → HEAVY EXOSKELETON

WEAPON(S) → ARTILLERY FIRE, EMP

These sentries are huge! They patrol vital

chokepoints and watch for enemies. If they spot anything, they'll bring down extremely heavy fire against it. You can often avoid confrontations against Pingers by sneaking around them, but give these monsters a wide berth. They'll frequently ping the area with EMP, disrupting Stealth Mode! You won't want to be in the open when that happens.



Reaver

ARMOR → HARDENED EXOSKELETON

WEAPON(S) → PINCH RIFLE

WEAK SPOT → BACK

Reavers are similar to Grunts, but they're tougher and a little slower.

Get behind them and use whatever weapons you have for faster kills. A good trick for this is to come out in Armor Mode and shoot normally at a Reaver to get the first kill. Its buddies mass and come toward your existing location. Turn on Stealth Mode, sneak behind this force, and use surprise to kill the group as you wade through them.





Scorcher

Scorchers are slow-moving flame units.

They'll close to short range with their targets and stand up for a good view of the attack area.

Using their Incinerators, they'll wash the whole field in flames for several seconds.

If you're caught in one of these attacks, hit Armor Mode and pull back. Get some range on the Scorcher and use hit-and-run tactics to damage it. Scorchers can hunker down to protect themselves, but this causes them to stop moving for a short time. Use high-damage weapons that fire slowly to get the most bang for your buck. Weapons like the DSG-1, Bolt Sniper, explosives, and the Predator Bow are all effective in this way.

When badly injured, Scorchers self-destruct so that enemies can't steal their Incinerators. However, if you're quick you can race in to rip out the Ceph's weapon before it blows up. Or, you can use electrical weapons (such as the Predator Bow's Electric-Charge arrows) to disable the sequence.

Stolen Incinerators are extremely fun for burning your enemies to death at short range.

ARMOR → SUPER-HARDENED FRONTALS CARAPACE

WEAPON(S) → INCINERATOR



Shadow

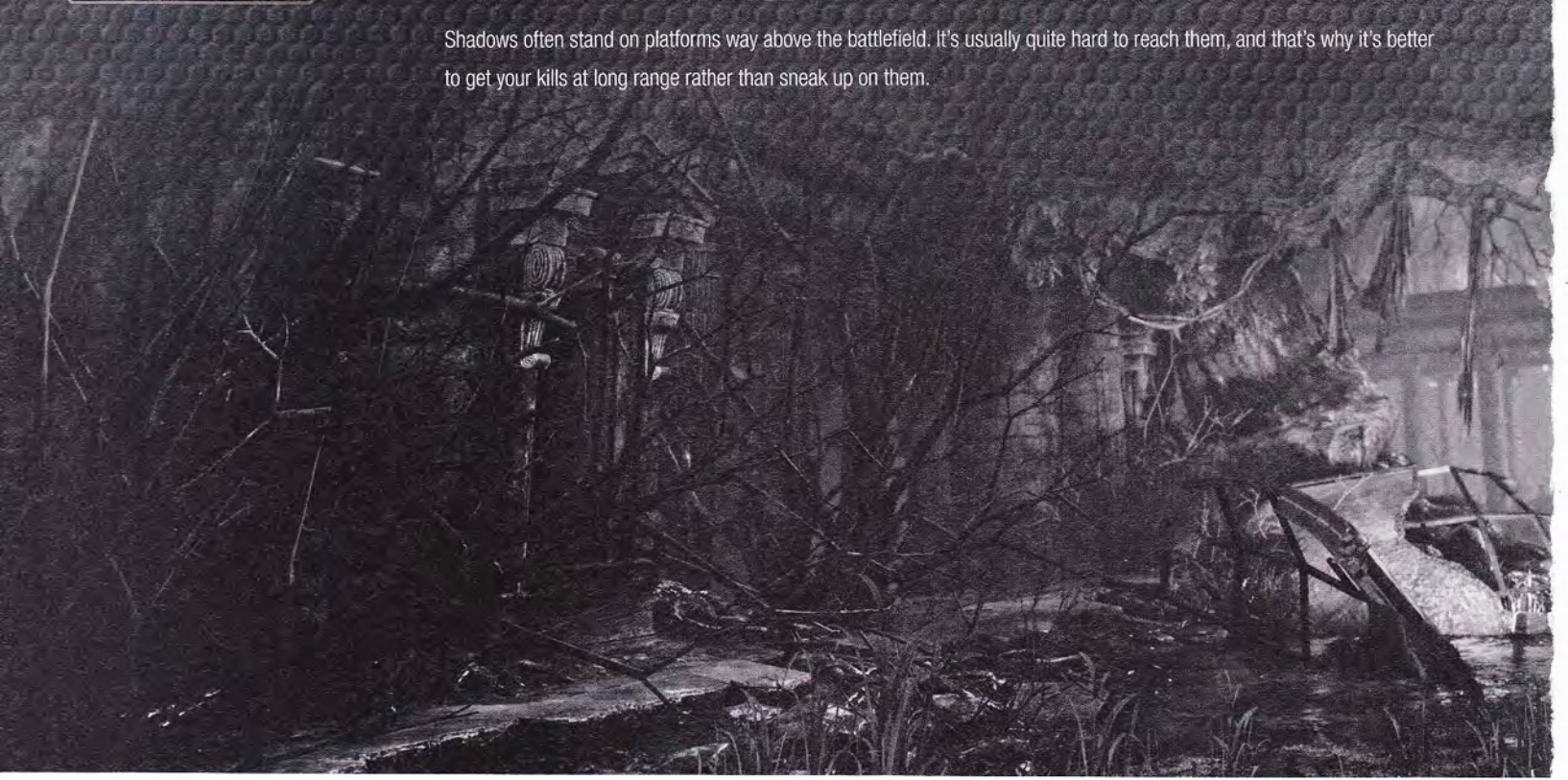
Shadows are Ceph sniper units. They have great sight and range, and they'll spot you quickly if you're out in the open. Use long-range weaponry of your own to kill them as soon as you see where they're hiding.

Shadows often stand on platforms way above the battlefield. It's usually quite hard to reach them, and that's why it's better to get your kills at long range rather than sneak up on them.

ARMOR → RECON EXOSKELETON

WEAPON(S) → BOLT SNIPER

WEAK SPOT → HEAD AND BACK





Spotter

Spotters are drones that fly around the field. They

look for enemies (and can see through Stealth Mode). When they find a target, they fly into close range and unleash an EMP that exposed your character for a few seconds.

Though it's possible to hack Spotters, this takes time and doesn't net you a substantial advantage against them. It's easier to lure Spotters behind cover. Kill them from a safe spot and then continue your progress through the area without having to worry about them.

ARMOR → LITTLE

WEAPON(S) → EMP



Stalker

Stalkers look for brush and other low-visibility areas. That's where they

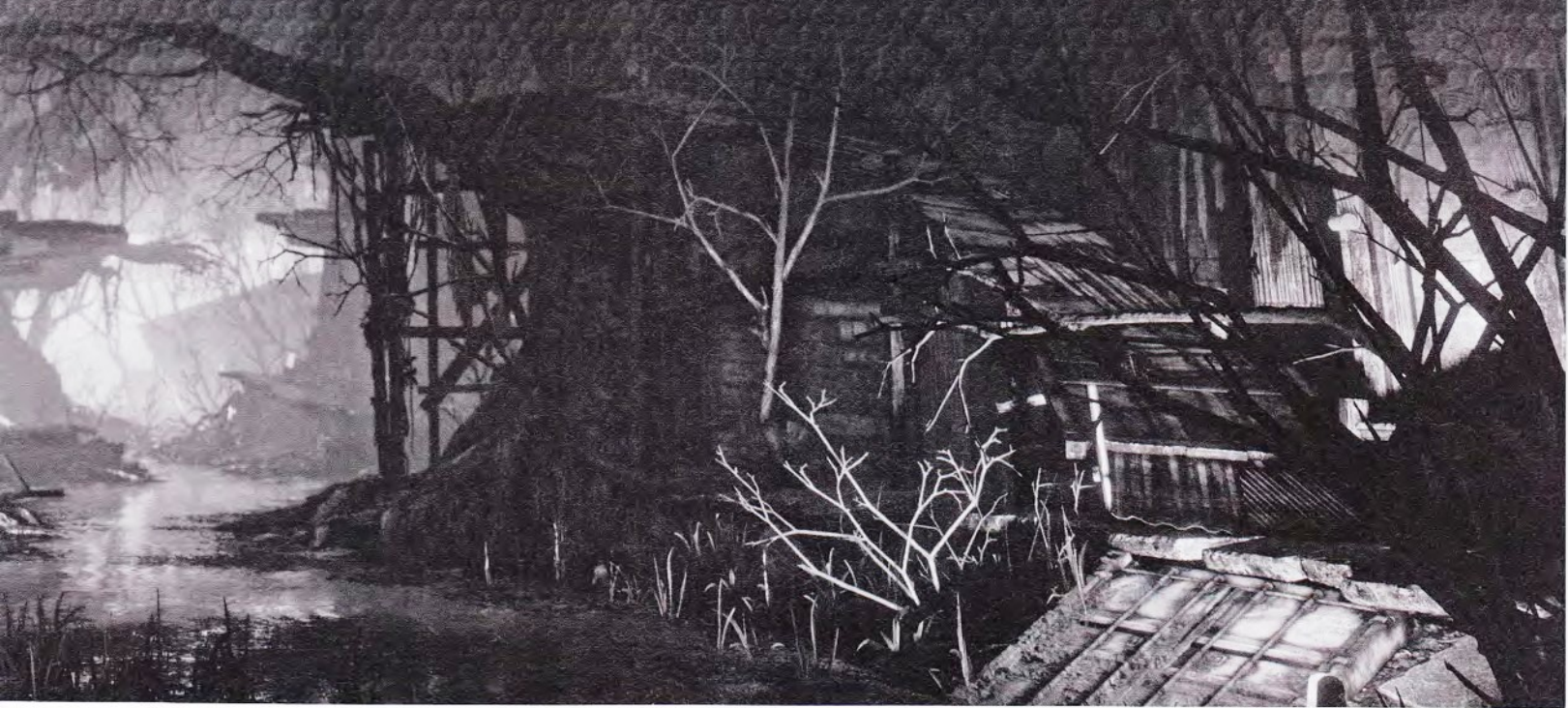
hunt their prey. Relying on multiple senses to detect their foes, these enemies are quite skilled at finding targets. Listen for their somewhat mechanical cries as a way to tell when your enemies are approaching your location.

Use Armor Mode whenever Stalkers attack. This negates the knockdown effect from their sudden pounce attacks, making it easier to counter with whatever weapon you have ready.

ARMOR → HIGH AGILITY EXOSKELETON, ANTI-RADAR COATING (CAN'T BE TAGGED)

WEAPON(S) → MELEE, POUNCE

WEAK SPOT → HEAD



CEPH DEFENSES

Much like CELL, the Ceph understand the importance of having vehicles and defensive machines as well as troops. Here are their favorite toys.



Gunship

WEAPON(S) — RAPID FIRE ENERGY WEAPON, PLASMA MISSILES

WEAKNESS — VULNERABLE TO EXPLOSIVES

Ceph Gunships have major firepower and run missions for aerial supremacy and ground support. Use Stealth Mode when they're overhead to avoid being attacked. When you can, look for JAWs in the area and use these guided missiles to blast Gunships out of the sky.



Plasma Mine

Ceph mines aren't that different from CELL Smart Mines. Detect them using your Visor and then Hack the devices to prevent them from exploding when you walk near them.



Sentry

Ceph Sentries are similar to CELL Sentinels, except that their heavy plasma cannons do even more damage and shouldn't be trifled with under any circumstances. Always approach from Stealth Mode, Hack the targets, and enjoy the safe feeling of having the turrets switch to your side of the fight!

Practice switching your Nanosuit Upgrades quickly so that you can get an edge in Hacking Sentries. These devices are normally somewhat challenging to Hack, so give yourself more time in Stealth Mode and a bonus to Hacking.



A soldier in a dark, futuristic suit with glowing red eyes is aiming a bow in a jungle setting. The soldier is in the foreground, and the background shows dense foliage and a body of water. The text "WEAPON SYSTEMS AND SUIT DYNAMICS" is overlaid on the image.

WEAPON SYSTEMS AND SUIT DYNAMICS

This chapter explains the stats and customization options for all usable weapons in *Crysis 3*. Here, you can learn what you and your enemies can do with these powerful tools and turn that knowledge against your opponents.

WEAPONS

.50 HMG



- > Heavy Machine Gun
- > Strong Armor Penetration
- > RoF: 400 RPM

- > 150 Round Ammo Box
- > AMMUNITION: .50 HMG
- > Schwarz Systems USA



This simple weapon is about raw firepower. The .50 HMG is loud and direct; you won't be adding it to your stealth rotation anytime soon. Rather, you often see these installed as weapon emplacements. Rip them off of the wall (or man them there), and use the gun's brutal stopping power to cripple well-armored enemy targets. .50 HMGs are best used against Ceph troops, who often have superior survivability and demand a weapon with more killpower.

Because these are heavy weapons, you must drop them to switch to other weapons, pick up items, and so forth. It's better to use the .50 HMG in the room/area where you found it and then drop the weapon soon after so that you can resume more mobile and flexible play.

Though you can't attach anything to make .50 HMGs stronger or more accurate, you can at least use the weapon's sights to enhance your accuracy for medium- or long-range combat. Don't neglect this advantage!

AGL



- > Automatic Grenade Launcher
- > Anti-Personnel Explosive
- > RoF: 100 RPM

- > 60 Grenade Ammo Box
- > AMMUNITION: 35mm Grenades (HE)
- > Schwarz Systems USA



These heavy weapons take your full strength to wield. Until you drop them, it's impossible to swap to another weapon. Use the AGL to clear dense pockets of enemies, hold off a rush of troops, or have fun with big explosions.

Be careful using the AGL when enemies get too close. The backwash from your explosions can hurt you! Turn on Armor Mode to mitigate this, and then toggle the mode off once you get back to combat at safe range so that you regain energy.

If enemies take cover or are hard to hit directly, shoot the areas around them and let the splash damage kill your target. "Close" absolutely counts when you're using high explosives!

ALPHA JACKAL



- > UNDER-BARREL: Double Magazines, Extended Ammo, Foregrip, Single Shot
- > SCOPE: Rifle Laser Sight, Assault Scope, Reflex Sight, Iron Sights
- > AMMUNITION: 12 Gauge Buckshot Ammo, 12 Gauge Solid Slug Ammo, 12 Gauge Voltage Ammo
- > Short Range, Tactical Shotgun
- > 7 Shell Capacity
- > AMMUNITION: 12 Gauge Shot
- > Bishop Ballistics



Shotguns deal burst damage against heavy targets at short range. If you're getting the drop on a group of Reavers, Grunts, or Troopers, an Alpha Jackal is a decent choice. That said, it's risky to rely on Alpha Jackals. They don't have much range, stealth isn't an option for long when you're firing these, and enemies can surround you easily if you take cover in such close quarters.

Use Alpha Jackals as a short-range weapon to augment a primary weapon that has much more range and can fire quietly (if needed). That way you won't have a weak point in your arsenal.

When you're running through cramped spaces or crawling around underneath the floor, pull out the shotgun. As soon as you break free into wide open territory, switch to your ranged weapon. That way you'll be ready for the type of combat that is likely to occur in the area you're moving through.

BOLT SNIPER



- > CEPH Anti-Material Rifle
- > AMMUNITION: Bolt Sniper Ammo



The Bolt Sniper is a hyper-lethal sniper weapon. Use it to take out weapon installations, heavy targets, and other big-ticket items on the field of combat. It's silly to waste these weapon's shots on anything common (e.g., Grunts, Reavers, etc.). Find the biggest enemies in your field of fire, blast a hole in a few of them, and switch back to your normal weaponry afterward.

You know that Bolt Snipers will be available when Shadows pop up on your Visor scans. Ceph Shadows always use these sniper weapons. Use stealth to kill the Shadows before they detect you, or put on Armor Mode and trade blows with them until you're the victor. Then, jump up to their locations and steal the Bolt Snipers so that you can trash a few more targets nearby without investing much time.

DSG-1



- > SCOPE: Tech Scope, Assault Scope, Reflex Sight, Sniper Scope
- > Semi-Automatic Sniper Rifle
- > High Power Precision

- > Long Range
- > 6 + 1 Round Capacity
- > AMMUNITION: .405
- > Camarillo Solutions



The DSG-1 is also a sniper rifle. This one is used by CELL units. They're deadly, with pinpoint accuracy and deal almost as much damage as a Ceph Bolt Sniper. Get these, put a nice scope on them, and pop heads from long range.

One use for DSG-1s is to kill other snipers. Scan an area with your Visor and pick out ranged troops among your enemies. Snipe them from cover, get to full energy, and then stealth into the area without as much fear of reprisal if you're later compromised.

Though the DSG-1 doesn't have the shock and awe factor of a Bolt Sniper, it does have one huge advantage: you can carry it with you with much less hassle. The ammunition is available with fair frequency, the gun acts as a normal weapon (so it makes a great secondary weapon), and you can supplement it with something that's better at close range.

FELINE



- > BARREL: Bayonet, Match Barrel, Silencer
- > UNDER-BARREL: Double Magazines, Extended Ammo, Single Shot
- > SCOPE: Rifle Laser Sight, Tech Scope, Reflex Sight, Iron Sights
- > Submachine Gun

- > Advanced Bullpup Design
- > RoF: 1,200 RPM
- > 60 + 1 Round Capacity
- > Land & Lindner



Felines are extremely simple, fast-firing weapons. You need to put several bullets on heavier targets to bring them down, but that's what you'd expect from a lower-end weapon of this type.

If you're more of an assassin, put a Silencer on your Feline and line up headshots. This is a great way to avoid the biggest downside of the gun (low damage). Well-aimed shots take out CELL units without much trouble.

Ceph targets are another issue entirely. Felines aren't powerful enough for anti-Ceph work, unless you're really desperate. It's better to drop these guns when you're in Ceph territory and look for something with more punch. When that's not an option, aim for vulnerable points on the enemy's exoskeleton and hope for the best.

FY7 1M



- > BARREL: Bayonet, Match Barrel, Muzzle Brake
- > UNDER-BARREL: Mini Typhoon, Foregrip, Single Shot
- > SCOPE: Rifle Laser Sight, Assault Scope, Reflex Sight, Iron Sights
- > AMMUNITION: 7.62 x 39 FMJ Ammo, 7.62 x 39 Incendiary Ammo
- > Export Assault Rifle
- > Select Fire
- > RoF: 550 RPM
- > 35 + 1 Round Capacity
- > AMMUNITION: 7.62 x 39 NK
- > NK ExportArms



These rare assault rifles are a joy to use. They're accurate and deadly, plus you can modify them to your heart's content. Use a Muzzle Brake, Single Shot, and Assault Scope and treat the gun like a medium-range sniper weapon. Or try it with a Match Barrel, Foregrip, and Reflex Sight and go to town against enemies with skilled burst fire.

This weapon is far better against tougher late-game Ceph than most assault rifles and carbines. It's a wonderful primary weapon because of its damage, modability, and standard ammunition type.

GAUSS SABOT GUN



- > SCOPE: Tech Scope, Assault Scope, Reflex Sight, Sniper Scope
- > Electromagnetic Anti-Material Rifle
- > High Velocity Sniper Weapon
- > 4 + 1 Round Capacity
- > AMMUNITION: 10mm Solid Slug
- > CryNet Systems



You won't see the Gauss Sabot Gun much before the late game. This powerful weapon has the best of a few worlds (high accuracy, stunning damage, and maximum range). It's able to smack down heavy targets with relative ease, though you won't get many shots with it. Throw the Sniper Scope on this, slot Weapon Handling for ideal sniping conditions, and then destroy Sentinels, Sentries, armored Ceph units, or whatever else you're worried about.

As with all sniper weapons, this gun is best paired with a more versatile weapon that can handle short- and medium-range engagements.

GRENDEL



- > BARREL: Bayonet, Match Barrel, Muzzle Brake
- > UNDER-BARREL: Mini Typhoon, Grenade Launcher, Foregrip, Single Shot
- > Scope: Sniper Scope, Assault Scope, Reflex Sight, Iron Sights
- > AMMUNITION: 6.8mm Grendel Ammo, 6.8mm Armor Piercing Ammo
- > Mk. 24 Heavy Assault Rifle
- > Select Fire

- > High Stopping Power
- > 24 + 1 Round Capacity
- > AMMUNITION: 6.8mm Hollow-Point
- > Lisunov Arms



Grendels are high-damage assault rifles with reliable stopping power if you can keep control of them. Give them a Match Barrel, Foregrip, and Reflex Sight to stay relatively accurate even under sustained bursts of fire. Look for some AP Ammo and you can start to drop even bigger Ceph without as much risk.

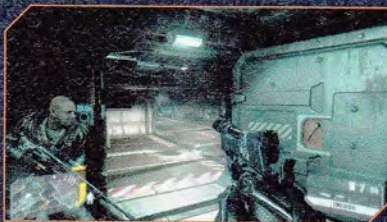
Grendels fire in three-round bursts. Have your weapon on target before pulling the trigger, adjust, and fire again to keep consistent damage on your target. Though you can customize Grendels for long-range combat, they're not one of the better rifles for this task. Their somewhat lower accuracy and range both hurt here. If you are using Grendels in that capacity, keep Weapon Handling active.

HAMMER II



- > BARREL: Match Barrel, Muzzle Brake, Silencer
- > SCOPE: Rifle Laser Sight, Iron Sights
- > AMMUNITION: .50 Compact Ammo, .50 Explosive Ammo
- > Heavy Semi-Automatic Pistol
- > High Stopping Power

- > Short Range
- > 9 + 1 Round Capacity
- > AMMUNITION: .50 Compact
- > Lisunov Arms



Stealth characters use the Predator Bow heavily, but you should keep a silenced weapon around in case your arrow supply runs out. A silenced Hammer II provides the ability to sneak up on targets, take them out, and keep moving without alerting the whole area.

These guns have small magazines, but their high stopping power makes them fairly effective for short- or medium-range headshots against unaware opponents. You won't need a large magazine if you aim well and hit vulnerable enemies.

Hammer IIs are a poor choice for more aggressive players. The mix of slower firing, short range, and a small magazine prevents these pistols from doing the job of a proper assault rifle. In a heated battle, only use them as a backup for finishing off wounded targets.

INCINERATOR



- > Plasma Thrower
- > AMMUNITION: Incinerator Ammo



It's hard to acquire these weapons because they're built into Scorchers. You must either grab the weapons right as those Ceph start to die (before they detonate) or nail them with electrical weapons so that the self-destruct never happens.

Either way, you get a wonderful flamethrower out of the deal. Incinerators have pathetic range, but their damage output is impressive. Sneak up on groups of enemies, turn on Armor Mode, and bathe them in fire. It's not a subtle trick, but it works.

Obviously, Incinerators are even better to use when there are multiple enemies in the same area. Keep one target between you and the rest of the enemy group; this disrupts your enemies' line of fire and lets you fry people without taking as much damage in return.

JAW



- > Joint Anti-Tank Weapon
- > Laser-Guided Missile Launcher
- > Single Shot Device
- > Dual Purpose
- > HEAT Warhead
- > Hagerling Ordnance



JAWs take out Gunships better than anything. Use them against heavy troops or ICVs as well, but CELL and Ceph Gunships are the number one targets you'll choose for these missiles.

Normally, it's better to carry R.E.X. Charges around instead of JAWs. The charges are more versatile, so they're superior if you don't know what's coming up. Beyond that, there are almost always JAWs in the areas that have Gunships around. So you are free to search in Stealth Mode, find the JAWs you need, and use them to clear the skies. Get your charges back after using the JAWs and you won't have wasted your explosives!

K-VOLT



- > SCOPE: Assault Scope, Reflex Sight, Iron Sights
- > Electrostatic Pellet Gun
- > Short Circuit Device
- > Circumvents EMP Shielding

- > 50 Round Capacity
- > AMMUNITION: 6mm Electrostatic Pellet
- > CryNet Systems



K-Volts let you take out Sentinels, Scorchers, and other targets that are vulnerable to electrical damage. For normal targets, these guns are suboptimal. Their damage isn't high enough to justify their use compared with a SCAR or even a Feline.

Bring these with you as a secondary weapon if you need to take out electrically vulnerable targets (Sentinels, Scorchers, etc.). Otherwise, leave the K-Volts at home and bring something more generically useful.

Be careful around enemy K-Volts. These guns sap Nanosuit energy quickly, so your Armor Mode won't last for long against them. Stealth Kills are far more effective against targets with K-Volts, though sniping or really aggressive shooting are viable as well.

L-TAG



- > LAUNCHER: Tactical Airburst Grenades
- > Proximity Fuse
- > Mine and Ricochet Fire-Modes

- > 5 + 2 Grenade Ammo Box
- > AMMUNITION: 60mm Smart Grenade
- > Amim-Selbach Defense Corp.



The L-Tag is a good weapon choice if you want burst damage at medium or short range. The grenades it fires detonate automatically if they hit a target, but they'll take a short time to blow up if you send them skidding along the floor.

If you ambush people by popping around corners, they're extremely lethal. However, it takes too much time to aim and gauge their arc of fire in a serious engagement. You don't want to use these when enemies are already firing on your position. Use Stealth Mode to get the drop on people, and then ruin their day with the L-Tag.

M 12 (FLASHLIGHT) NOVA



- > BARREL: Match Barrel, Muzzle Brake, Silencer
- > UNDER-BARREL: Flashlight
- > AMMUNITION: 9mm Pistol Ammo, 9mm Incendiary Ammo
- > Short Range, Semi-Automatic Pistol

- > 20 + 1 Round Capacity
- > AMMUNITION: 9mm
- > Bauer & Kopka



This light sidearm is rarely used in the main campaign. When it is, your best bet is to put a Silencer on it and rely on Stealth to take out individual targets. Work to get a heavier weapon as soon as possible.

The nice thing about the Nova is that it has a flashlight attachment. This is quite useful in dark caves, especially if your Nano Vision cuts out!

M 17 FRAG GRENADE



- > High Explosive Fragmentation Grenade
- > 3-Second Fuse
- > 12m Frag Radius



Frag Grenades are the best weapon for throwing over obstacles, walls, and other forms of cover. They take longer to prepare than many alternative attacks, so avoid using them when you're exposed. Instead, hide and use the alternate fire to line up your throw. Get the angle just right before popping up to make the toss.

Lure enemies toward corners so that you can hide from their attacks. When they approach, bounce a grenade off of the far wall so that it detonates in their hallway while you're safe and sound.

For the best potential blast, cook your grenades for a few seconds before throwing them. Press the fire button, hold it until a warning message pops up that you're about to lose your fingers, and then hurl the grenade at your enemies. This gives them the least amount of time to get away before the explosion rips them to pieces. It takes practice to get the timing just right, but it's time well spent.

MAJESTIC-SIX



- > SCOPE: Rifle Laser Sight, Assault Scope, Reflex Sight, Iron Sights
- > AMMUNITION: .50 Compact Ammo, .50 Explosive Ammo
- > Heavy Revolver
- > High Stopping Power

- > Short Range
- > 6 Round Capacity
- > AMMUNITION: .50 Compact
- > Hood Arsenal



The Majestic-Six is a mean revolver with high damage and keen accuracy. It's slow to fire and can't be silenced, but those are its only severe limitations. If you're a heavy combat character and want a fast secondary weapon to pull out and put damage on a target, this is respectable. Though slow to fire each shot, the weapon is quick to ready and rarely misses.

Stealth players should avoid the Majestic-Six. It's just not useful for them. A silenced Hammer II is a far superior sidearm for that playstyle.

MARSHALL



- > BARREL: Bayonet, Muzzle Brake, Silencer
- > SCOPE: Rifle Laser Sight, Assault Scope, Reflex Sight, Iron Sights
- > AMMUNITION: 12 Gauge Buckshot Ammo, 12 Gauge Solid Slug Ammo, 12 Gauge Voltage Ammo
- > Pump-Action Shotgun

- > Short Range
- > High Stopping Power
- > 10 Shell Capacity
- > 12 Gauge Shot
- > Corbetta Firearms



The Marshall is an old-school shotgun. It has pump action, so firing this weapon is a slow affair. You do relatively high damage with each blast, but you're limited in range. This makes the gun a poor choice for sniping or attacking multiple targets unless they're practically standing on top of each other. In addition, the shotgun isn't particularly suitable or useful in stealth combat.

You're often better off with a Hammer II because of its increased flexibility. However, collecting special ammunition gives the Marshall more breathing room. Its Voltage Ammo is fun to use against Sentinels and Scorchers.

M.I.K.E.



- > SCOPE: Rifle Laser Sight, Tech Scope, Reflex Sight, Iron Sights
- > Continuous Beam Microwave Gun

- > Deploys Weaponized Microwaves
- > CryNet Systems



M.I.K.E. is a beam weapon that does damage over time against targets. It's best used against Ceph targets at short or medium range. The beam effectively cooks the Ceph inside of their exoskeletons. It kills weaker Ceph quickly but takes substantially more time when used against Devastators and other high-end Ceph. Always turn on Armor Mode when firing the M.I.K.E. It drains power too quickly if used from stealth, and you need protection from return fire.

One nice thing about this weapon is that it carries a huge amount of ammunition. Though special ammo crates are required to reload it, you only find the gun at a point in the game when those crates are abundant.

MK.60 MOD 0



- > SCOPE: Tech Scope, Assault Scope, Reflex Sight, Iron Sights
- > Full-Auto
- > RoF: 550 RPM

- > 100 Round Ammo Box
- > AMMUNITION: 7.62x51 Cell
- > Camarillo Solutions



The Mk. 60 Mode 0 is a sledgehammer when you need a weapon that puts out very high damage over time. It's hard to control this gun, so it's never going to be a precise sniping tool. Rather, you want to break it out for loud, chaotic engagements.

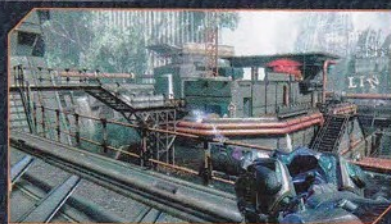
Use the Mk. 60 against Ceph, due to their high health and armored exoskeletons. You're usually better off with higher-precision weapons when fighting CELL troops. This gun is at its best when you're fighting enemies that don't have weak spots; just fire at the center of mass and let the bullets do their work.

Because the Mk. 60 is hard to control and aim at long range, we suggest Reflex Sights or a Tech Scope for this gun. The Assault Scope isn't quite necessary with it.

PINCH RIFLE



- > Grunt Plasma Cannon
- > AMMUNITION: Pinch Rifle Ammo



Pinch Rifles are carried by most common Ceph ground troops. They're able to do high damage over time as long as you can keep them on your target. Pinch Rifles are fairly weak at range; their spread and lack of scopes make it hard to lay down accurate fire. Instead, use Pinch Rifles at close or medium range. Switch into Armor Mode, leave cover, and drop a single enemy. Hide, get your next attack ready, and start the whole thing over again.

Pinch Rifles have a secondary attack mode. Though you can't fire this at distant targets, the mode still has considerable value for close-quarters combat; it blows through enemies with a single shot unless they're extremely tough. If you don't have the Super Strength upgrade, this mode is fairly useful. Ditch the rifle once you're out of ammo, and move on to bigger and better things. If you want more Pinch Rifles, you're likely to find them soon.

PREDATOR BOW



- > Draw Weight: Low Draw, Medium Draw, Strong Draw
- > AMMUNITION: Carbon Impact, Super Thermite, Electric-Charge, Airburst Frag
- > Stealthy, Ranged Weapon



The Predator Bow has three draw weight settings. The stats here provide information on the basic Medium Draw Weight. Low Draw Weight provides a more rapid, responsive weapon. Strong Draw Weight makes the bow extremely slow, but it has major stopping power. When you're starting to face tougher enemies in the mid and late game, this becomes a useful setting for the weapon.

Always scan for your regular arrows after a fight with the bow. These show up on your Visor, so look around with that before collecting them. The more arrows you recover, the more often you can use the bow!

Use Carbon Impact arrows for normal, weaker targets. These arrows last the longest (and are the only ones that you can reclaim). Super Thermite arrows do the most damage. Save them for machines, larger Ceph, and anything that scares you. Always use these with Strong Draw Weight to get the most bang for your buck.

Electric-Charge arrows disable Scorchers, Sentinels, and Sentries better than just about anything else in your arsenal. They're easy to use and have plenty of range. If you can't sneak up on these targets, disable them instead! Airburst Frags have the same utility as grenades. Use them for accurate killing against clusters of troops. The results are spectacular.

REAPER CANNON



> Heavy Minigun



Devastators carry Reaper Cannons. Whenever you kill a Devastator, consider stealing its weapon for a bit of fun. They're heavy weapons and are somewhat cumbersome, but who cares! These guns lay waste to everything that gets in their way. They fire fast enough and do quite a bit of damage. The stats don't even do them justice.

The Reaper's primary firing mode is similar to a chain gun. You're throwing out piles of ammo and doing heavy damage (if you can hit your targets). It's useless at long range, but wonderful at anything closer. The secondary firing mode is a shotgun-like burst of energy. It'll vaporize anything at close range.

Be careful of a Reaper's low accuracy. Firefights at long range take too long, and you end up wasting most of your ammunition on missed shots. Use Stealth Mode or cover to get closer to victims. Ceph batteries make Reapers much more deadly. These batteries charge your Nanosuit for a short period, granting immunity to damage. They also provide infinite ammo for Ceph weaponry. That makes it possible to spray down hordes of enemies with the Reaper. Take advantage of this by standing in the middle of an area and pouring fire at anything that moves.

R.E.X. CHARGE



- > Remote Explosive Charge
- > High Explosive
- > High Yield

- > Remove Detonation
- > Ellis Manufacturing



R.E.X. Charges are extremely good at blowing up enemies that are slow moving or unaware of your attack. Deploy these around corners and lure enemies into them before detonating the devices. Or, toss the charges directly onto an enemy after sneaking up on them. Then, run away and blow up the creature once you reach safe cover.

SCAR MOD 2



- > **Barrel:** Bayonet, Muzzle Brake, Silencer
- > **UNDER-BARREL:** Extended Magazine, Mini Typhoon, Foregrip, Single Shot
- > **SCOPE:** Sniper Scope, Assault Scope, Reflex Sight, Iron Sights
- > **Mk. 20 Superior Combat Assault Rifle**
- > **Select Fire**
- > **RoF:** 700 RPM
- > **40 + 1 Round Capacity**
- > **AMMUNITION:** 4mm Sabot Scar
- > **Scrutch Industries**



SCARs are extremely versatile weapons. Used with a good scope and in single-shot mode, they're adequate for sniping duty. You lose the higher power and accuracy of a real sniper weapon, but the large magazines of the rifles make up for some of their shortcomings here.

Used at medium range with a Foregrip and Reflex Sights, they become a superior assault weapon with few downsides. As long as you can keep them on your target during extended bursts you're going to drop people quickly.

As a middle-of-the-road weapon that can be configured for a variety of situations, the SCAR is a good choice as one of your main weapons.

SCARAB MOD 2



- > **BARREL:** Bayonet, Muzzle Brake, Silencer
- > **UNDER-BARREL:** Mini Typhoon, Extended Ammo Box, Foregrip, Single Shot
- > **SCOPE:** Rifle Laser Sight, Assault Scope, Reflex Sight, Iron Sights
- > **Mk. 21 Combat Assault Carbine**
- > **Select Fire**
- > **RoF:** 900 RPM
- > **40 + 1 Round Capacity**
- > **AMMUNITION:** 4mm Sabot Scar
- > **Scrutch Industries**



The Scarab is similar to the SCAR in terms of its combat capabilities. Its fast-firing nature makes it a solid assault weapon at close range. It lacks the accuracy and high-end scope that would make it equivalent for sniping work, but you can still push it into that role. Use a Muzzle Brake, Single Shot, Assault Scope combo, and it'll be good enough to get the job done.

For close-range fighting you have more choices. The Mini Typhoon, Extended Ammo Box, and Foregrip are all useful, so you can't really go wrong. The Extended Ammo Box is fun because of the weapon's higher firing rate. You lose some of the accuracy compared with the Foregrip, but more ammunition for the magazine means that you can fire for longer to make up for your somewhat lower accuracy. This is especially a wise trade when you're attacking larger groups of enemies or somewhat heavier opponents.

TYPHOON



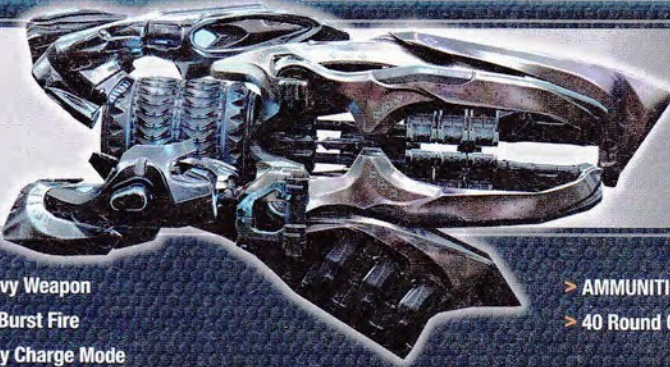
- > SCOPE: Rifle Laser Sight, Assault Scope, Reflex Sight, Iron Sights
- > UNDER-BARREL: Foregrip, Single Shot
- > Multi-Barrel Stacked Projectile Gun
- > Features 10 Separate Barrels (72 Rounds Each)
- > Reload Replaces All Barrels
- > AMMUNITION: 4mm Caseless
- > CryNet Systems



Typhoons eat ammo like you wouldn't believe. Despite their titanic magazines, these guns can't fire for long. They're amazing weapons; they put so much damage on a target that few things can survive even a short burst.

Exercise the best fire control possible so that you don't overkill your targets. Line up the shots, zoom in with your scope/sight, and make those bullets count. Use a Foregrip and whatever preferred scope you enjoy. Use the proper modifications for somewhat closer range (Rifle Laser Sights or Reflex Sights). Even when used carefully, the Typhoon isn't much of a long-distance weapon.

X-PAC MORTAR



- > Alien Heavy Weapon
- > 5-Round Burst Fire
- > Secondary Charge Mode
- > AMMUNITION: Plasma Core
- > 40 Round Capacity



The X-Pac is a heavy weapon that lets you obliterate an area in short order. You won't have much spare ammo, and its precision is awful, but the explosion should frag small groups or single, heavy targets with equal aplomb.

The standard firing mode tosses a huge amount of ammo at a nearby target. The secondary firing mode gives you more range and precision, but takes longer to charge. Use the standard mode for hit-and-run attacks at short or medium range. Use the more precise mode for long-range attacks from stealth.

Use the X-Pac as a get-out-of-trouble-free card that must be used soon after picking it up. It's a pain to drop the weapon, ready your normal guns, and then pick it up again after a fight. So, exhaust the X-Pac's ammunition during the first engagement after finding one. It might be overkill, but you won't have to lug the huge thing around for 10 minutes either.

As with the Reaper Cannon, this weapon becomes much more effective when there are Ceph batteries in the area. Drain those of power so that your X-Pac temporarily gains infinite ammo. Now you can lay entire fields to waste with repeated attacks.

WEAPON MODIFICATIONS

Many weapons have optional items or modes that can be installed in the Weapon Modification menu. Find a safe place to tinker, and open that menu to see if your current weapon can be modified. Look through this part of the chapter to learn what these optional components do. Many of them focus your weapon toward a specific type of combat. Figure out the range and style of fighting that you use the weapon for, and try to accentuate that as much as possible.

ASSAULT SCOPE

- > +3 Accuracy, +2 Range, -1 Mobility
- > 3.5x Zoom Magnification
- > Reduces Peripheral Vision
- > Lesser Accurate While Moving



Assault Scopes are somewhat more wieldy (and common) than Sniper Scopes. You still use them for the same purpose: long-range attacks against single targets. Pair this attachment with Single Shot mode and make every bullet count. Always aim for vulnerable points on your enemy. If you aren't trying to get headshots, automatic fire and a more close-range set of attachments would be preferable.

FOREGRIP

- > +1 Accuracy, +1 Range
- > Reduces Horizontal Recoil
- > Improves Aim Stability
- > Slow Weapon Draw Time



Foregrips pair with Matched Barrels and make fully automatic weapons much more effective. You won't have nearly as much horizontal drift because of the Foregrip, and the Matched Barrel reduces the overall spread of the weapons. As a result, it's much easier to maintain accurate fire even for longer bursts. That leads to more damage on your targets and less ammunition wasted.

BAYONET

- > Enhanced Melee Damage
- > Increases Time to Ready Your Weapon



Bayonets supplement your melee damage while their weapon is equipped. They're useful for players in close-quarters combat situations, especially if you have a weapon that only does decent burst damage. Fire on medium-range targets, then use a melee attack if anything gets close to you.

GRENADE LAUNCHER

- > Adds a New Firing Mode to the Weapon



Grenade Launchers let you hit targets with grenades at longer range and with much more accuracy than if you threw them manually. They're useful against groups of lighter targets (CELL troops, Grunts, Stalkers, etc.). Use this firing mode to quickly dispatch these targets without leaving cover for more than a moment or two.

DOUBLE MAGAZINES

- > Every Other Reload Is Fast
- > Does Not Affect Total Ammunition



Having a larger ammo capacity makes it easier to lay down an extended field of fire. This is useful during engagements with large groups or well-armored targets.

IRON SIGHTS

- > Large Peripheral View
- > Less Accurate While Moving
- > Precise Aiming

Though easy to use and fast to ready, Iron Sights won't provide you with much accuracy beyond short-range engagements.

EXTENDED AMMO BOX

- > Increases Magazine Capacity
- > Increases Reload Time
- > Does Not Affect Total Ammo Capacity



Extended Ammo Box lets you fire more bullets from a single magazine, but you must endure a long reload time when the last bullet is expended. To compensate for this, compulsively reload between fights. When you get low on ammo during a battle, switch to a secondary weapon so that you don't need to reload while under fire.

MATCH BARREL

- > +2 Accuracy
- > Slower Spread Escalation in Rapid Fire
- > Increases Overall First Shot Accuracy

Match Barrels make your automatic weapons considerably better at keeping shots on target. Pair these with other attachments that benefit high-speed firing at short or medium range: Foregrips, Extended Ammo Boxes, Reflex Sights, etc.

MINI TYPHOON

- > Adds Mini Typhoon Firing Mode
- > Short Range



Mini Typhoons give your weapon a firing mode that blows through a ton of ammo for a short-range maelstrom of damage.

MUZZLE BRAKE

- > +1 Accuracy
- > Reduces Weapon Kick
- > Improves First Shot Accuracy
- > Stronger Muzzle Flash



Muzzle Brakes make a weapon more like a long-range, sniper variant compared with its stock capabilities. The increased accuracy is especially noticed during the initial shot fired. Thus, this is a good choice when paired with single shot modes. Use longer-range scopes when possible to augment the improved accuracy of the weapon, and always try to score shots against weak points on the target.

REFLEX SIGHT

- > +2 Accuracy, +1 Mobility
- > Improves Accuracy While Moving
- > Better View on Target
- > Slightly Reduces Peripheral Vision



Reflex Sights are best used with automatic weapons at short or medium range. These are fairly fast to use, accurate, and make it much easier to keep damage on your targets compared with Iron Sights. They won't obstruct your vision compared with scopes (i.e., Assault, Tech, and Sniper Scopes), and they still allow you to take out targets at reasonable range without missing constantly.

In general, Reflex Sights are the perfect middle of the road attachment. You can aim down your sights faster than with a scope but get more accuracy and fight at longer range than if you used a Rifle Laser Sight or Iron Sights.

RIFLE LASER SIGHT

- > +1 Accuracy, +2 Mobility, -1 Range
- > Greatly Improves Hip-Shot Accuracy
- > Improves Accuracy While Moving
- > Laser Beam Gives Away Your Position



Run-and-gun players will be happy with the Rifle Laser Sight. This attachment makes your weapon easier to use while moving and without lining up your shots. It goes well with short-range weapons, such as submachine guns. However, it's a great addition to any weapon that is meant to be used suddenly and aggressively.

Attacking with a Rifle Laser Sight is fast, really fast. You should be the first one firing in almost every encounter, and that's a huge advantage as long as you can still hit your victim. Try to force combat to occur in close quarters; that's where these sights shine. Bring a totally different weapon to use against anything that is farther off. You will lack the necessary accuracy to hit remote targets.

SILENCER

- > -2 Damage and Range
- > Reduces Firing Noise
- > Reduces Weapon Damage
- > Can Fire While in Stealth Mode



Silencers pay a considerable price in terms of weapon range and damage, but they allow you to use the weapons without alerting nearby enemies. Use these attachments in conjunction with Stealth Mode to clear areas carefully and silently. You won't need to face as many reinforcements, and any that arrive won't know where to find you.

SINGLE SHOT

- > +2 Damage, -1 Rate of Fire
- > Adds Semi-Auto Fire Mode
- > Increases Accuracy and Damage
- > Reduces Rate of Fire

Single Shot lets you get the most impact from each bullet. This is designed for weapons with accurate ranged fire. Line up every attack, get deadly hits against enemy heads (or other weak points), and rely on Stealth Mode to reposition between kills.

SNIPER SCOPE

- > Accuracy +4, Range +4, -2 Mobility
- > 10x Zoom Magnification
- > Loss of Peripheral Vision
- > Inaccurate While Moving



This is the ultimate tool for long-range combat. It's best paired with Single Shot and Muzzle Brake. You end up with weapons that have pinpoint accuracy, high damage, and a fast recovery between shots.

When you use this attachment, your secondary weapon should be something that's good for short range and fast attacking. Sniper weapons aren't good at close-quarters combat, so bring something fast and agile (like a pistol, shotgun, or carbine with a Rifle Laser Sight).

TECH SCOPE

- > +3 Accuracy, +2 Range, -1 Mobility
- > x2 Zoom Magnification
- > Thermal Overlay



Tech Scopes only have minor zoom benefits, but they're still accurate beyond belief. You get almost perfect accuracy with very few tradeoffs, and the thermal overlay makes it possible to kill targets in dark areas with even less time wasted scanning for your victims.

ITEMS

AMMO/LARGE AMMO CRATE



These common items are found throughout the game. They contain standard ammunition for sidearms, submachine guns, shotguns, assault rifles, battle rifles, and machine guns.

Large Ammo Crates have multiple types of ammo (including grenades as well as normal munitions).

ARROW CRATE



The Predator Bow is one of the ultimate tools for covert assassination. It has decent range, solid killing power, and can be used from Stealth Mode without substantial penalties. It's almost the perfect weapon.

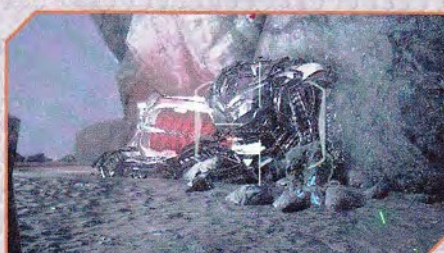
Arrow Crates aren't found often, so keep your eyes peeled for them if you're a stealthy player. These containers hold a variety of arrow types (Carbon Impact, Electric-Charge, Super-Thermite, and Airburst Frag).

CELL INTEL



Various intelligence items are found as you investigate each area. These show up when you scan an area with your Visor, making it possible to figure out where the items are found without searching for very long.

CEPH BATTERY



Ceph Batteries can be destroyed at range to damage nearby enemies, but that's only a mediocre use of their power. These objects have the potential to make Prophet's Nanosuit even stronger. Interact with a battery to give yourself a short-term surge of strength. Almost everything about the Nanosuit gets better during this period. You don't take damage from enemy attacks, your melee hits are stronger, and Ceph weaponry won't have ammo limitations.

You can only use each Ceph battery once, so make the most of them. Wait until you're in the middle of large engagements, get a Ceph weapon (such as an X-PAC or Reaper Cannon), and drain the battery. Now the Ceph have something to fear.

GRENADE CRATE



These weapon crates are less common. They contain M 17 Frag Grenades, L-TAG ammunition, and Rifle Grenades.

NANOSUIT UPGRADE MODULE



These kits contain Nano Catalysts that unlock additional upgrade options for your suit. Upgrade Modules are highly sought after, and you should always scan areas with your Visor to ensure that you find all of them. Using these lets you purchase new abilities and bonuses throughout the game.

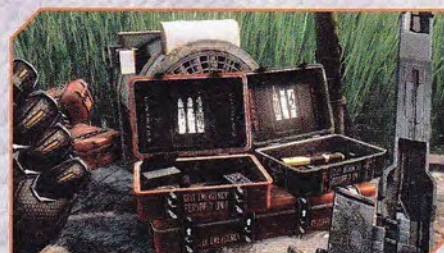
Once purchased, these abilities can be hotswapped to let you handle a variety of situations. This is talked about in the "Mobility and Utility" chapter at fair length.

R.E.X. CHARGE CRATE



Your explosives inventory is either taken up by these charges or JAWs. Look for R.E.X. Charge Crates if you are fighting heavy enemy troops and ground vehicles. JAWs are better when you're facing Ceph Gunships.

SPECIAL AMMO CRATE



These rare boxes hold Energy Cells, Gauss Sabots, Typhoon projectiles, and other types of special ammo.

WEAPON POD



CELL Weapon Pods contain higher-grade weaponry for special deployment. These large, orange pods can be Hacked so that Prophet gains access to better weapons. Some weapon pods even have Nanosuit Customization Modules, so it's always wise to look inside them.

THE CAMPAIGN

Despite two encounters with the Ceph, there is still a great deal of uncertainty. Have they been defeated? What control do they have over each other and the world around them? Do the people of the world recognize the threat that the Ceph pose, or are they completely entrenched in their own conflicts? And what will CELL do with the technology that they gained during the previous events?

Start the campaign when you're ready to learn more. Maybe you can play a pivotal role in the endgame for both factions.

The following walkthrough for the game covers multiple techniques for defeating various challenges. Instead of throwing all of that together, there are two distinct campaign walkthroughs. This allows you to read through the version that's closer to your playstyle without the need to stop and skip over ideas that are antithetical to your own tactics.

Both methods are viable across all difficulty levels, though you may find the stealth is somewhat easier to pull off.

STEALTH

The first run through the campaign discusses covert methods to avoid or eliminate enemies. The focus is on Stealth Mode, silenced weapons, Stealth Kills, and sneaking around groups of targets.

MISSION 01 POST-HUMAN	54
MISSION 02 WELCOME TO THE JUNGLE	62
MISSION 03 THE ROOT OF ALL EVIL	70
MISSION 04 SAFETIES OFF	78
MISSION 05 RED STAR RISING	84
MISSION 06 ONLY HUMAN	90
MISSION 07 GODS AND MONSTERS	96

ACTION

The second version of the walkthrough covers an action-based approach. That includes tricks for direct combat, chaos, and slaughter.

MISSION 01 POST-HUMAN	104
MISSION 02 WELCOME TO THE JUNGLE	110
MISSION 03 THE ROOT OF ALL EVIL	118
MISSION 04 SAFETIES OFF	124
MISSION 05 RED STAR RISING	130
MISSION 06 ONLY HUMAN	136
MISSION 07 GODS AND MONSTERS	144







POST-HUMAN

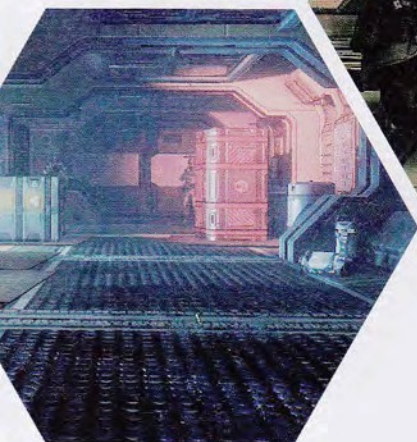


CELL INTEL

DATAPADS — 7

PROPAGANDA POSTERS — 0

BLACK BOXES — 2



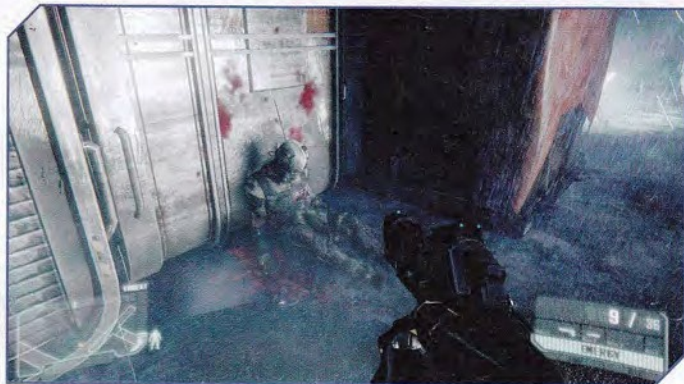
When you start a new campaign, the game asks if you want to play through a tutorial. If you're a new player, this is a good way to familiarize yourself with the controls and basic systems of *Crysis 3*. There aren't any ways to lose in the tutorial, and there isn't any content to miss either. So, this walkthrough picks up after the tutorial ends and the real action begins.

Rebels discovered an area outside the Liberty Dome where Prophet is being kept in a locked-down containment area. They manage to break in and free him, and that's when you gain control of the Nanosuit.



Look around the area. You have access to Armor Mode, Stealth Mode, the Visor, and Nanovision. Weapon and Nanosuit Customization are offline (for now), and you only have a pistol at your disposal. Fortunately, that's more than enough to get the job done.

Move toward the gangway ahead, and follow your old ally, Michael "Psycho" Sykes, as he descends. Turn on your Visor briefly and scan the area ahead. It doesn't look like there are any hostiles nearby, but there is a small blue icon below, near a few shipping containers. Approach the icon, drop your Visor, and interact with the item. It's the first CELL Intel. Pick it up before moving on.



Explore the docks, if you like, but follow Psycho when you're done. There isn't anything else to collect right now.

Psycho leads you toward a large CELL structure across the way. Listen to him while you move, and stay alert. Follow Michael up a few levels on the outside of the building and into a small control room up top.



BREACH THE CELL STAGING AREA AND ENTER THE LIBERTY DOME

Stop for a moment once you get inside. Michael asks you to take a look at your weapon. This unlocks the Weapon Customization Menu. Use it to examine your Hammer II. This basic sidearm has decent stopping power, but it's only effective for fairly short-range engagements.

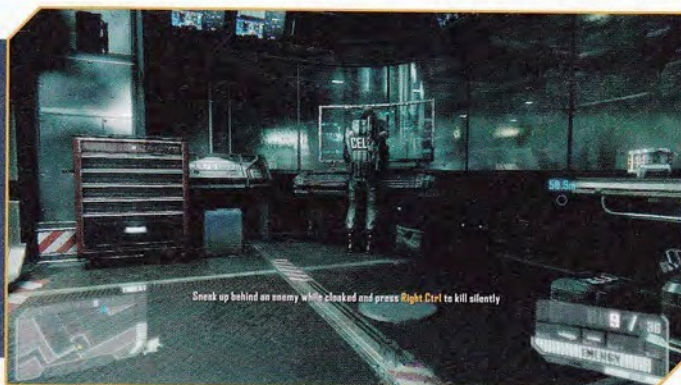
You don't want to alert the entire facility as you make your way forward, so put a Silencer and a Rifle Laser Sight on the gun. These two attachments assist in aiming at your targets and taking them down without attracting unwanted attention.

When you're done, Psycho opens the door into the next room. Don't go inside yet.



TAGGING YOUR ENEMIES

Use your Visor to scan the next room. You're able to detect multiple enemies in the vicinity, even through the walls. Enemies show up as white triangles. Hover your cursor over each of them for a moment, and wait for the triangle to change color. It's now blue with a red border around it. The red border means that you're dealing with an enemy. The blue interior signifies that the enemy doesn't know you're nearby. That's certainly good news!



Once you've tagged everyone in the next room, crouch and sneak into the chamber. Turn on Stealth Mode as well. Quietly move into the adjoining room and approach the lone guard near a computer console ahead. Once you're close to him, a command appears at the bottom of the screen. Use the indicated button to initiate a Stealth Kill. This takes out the guard without making any noise.



The guard drops a Feline. Pick up the submachine gun and enter the Weapon Customization Menu. If you want another stealthy weapon, add a Silencer and a Reflex Sight on it as well.

With that done, use the door on the guard's left side to leave the chamber. This leads around the back side of the more open room ahead. The guards won't be able to stop you easily, even if you drop Stealth Mode.



Crouch and walk along the edge of the room. Use the heavy cover there to drop Stealth Mode and restore your energy. Then, move up to the catwalk ahead. Cover isn't as heavy there, so you're more exposed. Walk very quietly and look for a half wall to hide behind. Rest there to get your energy.

Next, look along the wall for a vent. There's a barrel blocking it, but you're strong enough to pick it up and move it out of the way. Don't do this yet because one of the guards is likely to spot the barrel's movement. Survey the main room, target the guy in the center, and take him out with a headshot from the Hammer II. You're in Stealth Mode, so he won't see you lining up the shot. Take your time, pull the trigger slowly, and then wait for anyone to investigate. If any CELL troops come by, give them a headshot as well.

When you're done, crawl into the ductwork before Stealth Mode runs out. Go either left or right when the duct splits, and use Stealth Mode again when you climb the stairs by the exit. Both sets of stairs lead up to a control room. Assassinate the guard inside and steal the CELL Intel from the console he's next to.



Look for the blue marker on your mini-map, and go toward it. There's a door there with a panel on its right side. Interact with the panel to open the door and let Psycho into the chamber.

Follow him to the next area. He provides the Predator Bow before you get to the second set of CELL guards. Take a look at the weapon, but also scan the room. There's another CELL Intel in the far corner.



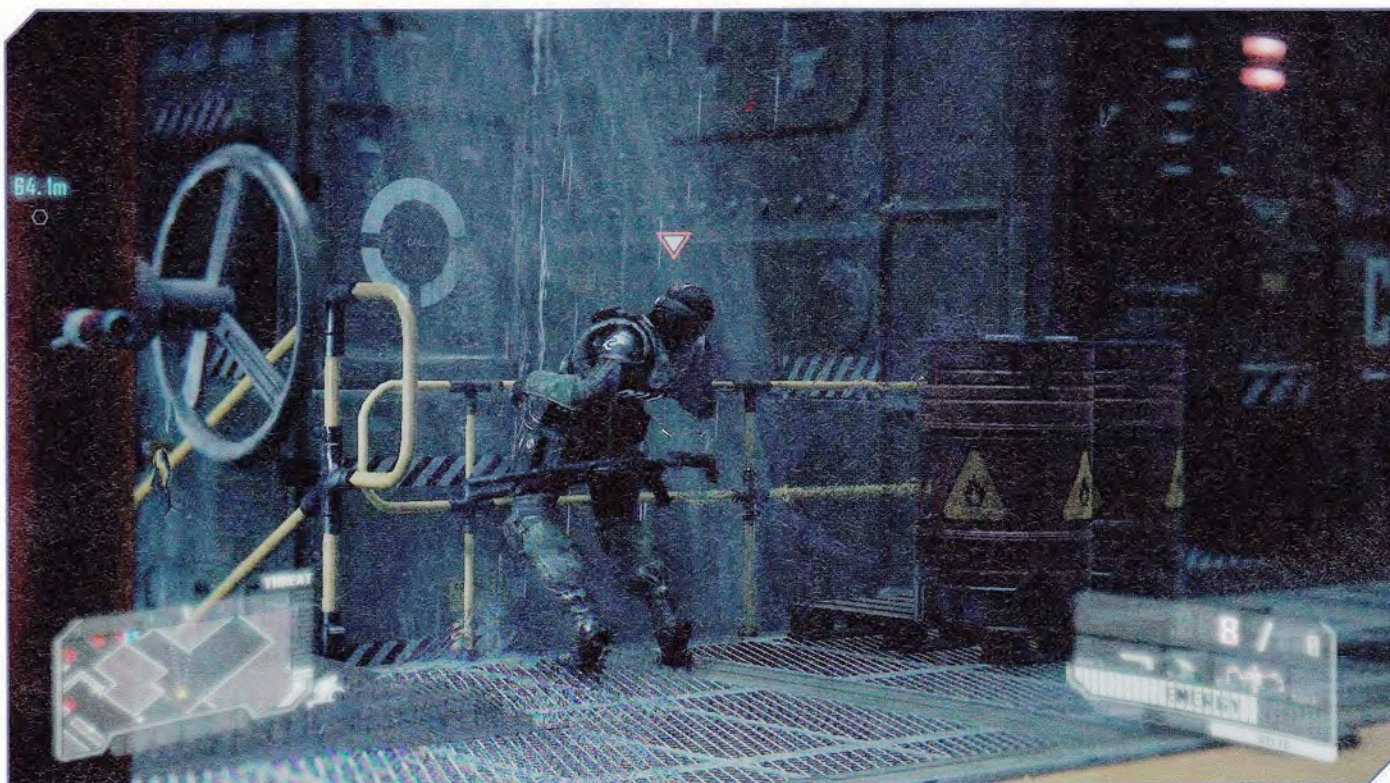
THE GLORY OF THE PREDATOR BOW

When it comes to dealing quiet death, the Predator Bow is one of your greatest assets. It's silent, accurate, and damaging, and the actual attack doesn't draw energy from your Nanosuit. In addition, the different arrow types add flexibility. The downside is that you have a limited number of arrows, and arrow supply boxes are uncommon. Fortunately, you can retrieve some of your arrows (Carbon Impact arrows) after they've been fired, so note where they are after you've eliminated any obstacles. Look for a small green light to show their location; you can also use your Visor.

Go down the steps with Psycho and turn on your Visor. Tag all the CELL troops in the next room. There are at least eight of them walking around, and that will cause a real problem for you if you walk in without careful planning.

After everyone's tagged, turn on Stealth Mode and enter the room. Keep your bow out, and advance toward the large boxes nearby. Hide behind those, rest for energy, and start looking for people to pick off. Firing the Predator from Stealth Mode is incredibly safe, even without any upgrades for your Nanosuit. Aim well, score your kills, and rest every few shots.





The deaths eventually alert the enemies that something is wrong in the room, so they'll start to focus on the areas where their people went down. Collect your arrows before they come over to investigate. Then sneak around the far side of the room to reach your objective. It's possible to avoid most of the bloodshed (or even all of it if you're really comfortable with moving in Stealth Mode).

Alternatively, you can kill all the guards with your bow from almost any range. Its accuracy is impressive, and these troops don't have many ways to counter your attack. As long as you rest periodically, you'll never come out of stealth. Target anyone who gets too close and shoot them first. If anyone gets into really close range, use a melee attack to kill them almost instantly.

When you're ready to move on, use the stairs on the other side of the room to get to an upper level. Go through the door up top and then search the next room for a CELL Intel. It's on another console, not far from where Michael is standing.

Psycho shuts the door behind you when you approach him, so you must get the Datapad before you move forward. Then, go through the next door and outside once again. Things are heating up down on the docks, but that should serve as a good distraction for your infiltration of the dome.



Follow Michael along the catwalk, but turn on your Visor again. The door ahead is locked, and there's no way to open it from your side. However, a window to the left reveals a security console. With your Visor on, follow the prompt to initiate a security Hack. This lets you override the system and open the door.

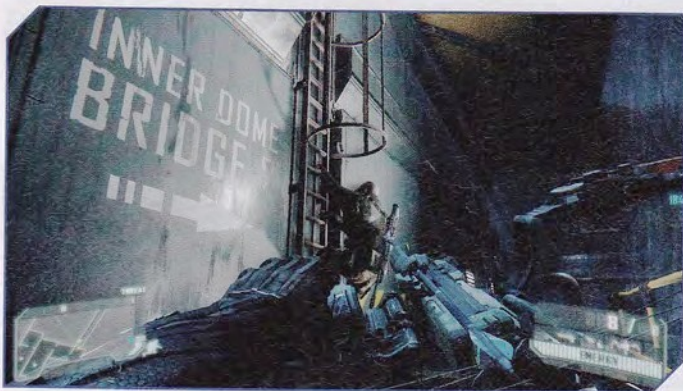
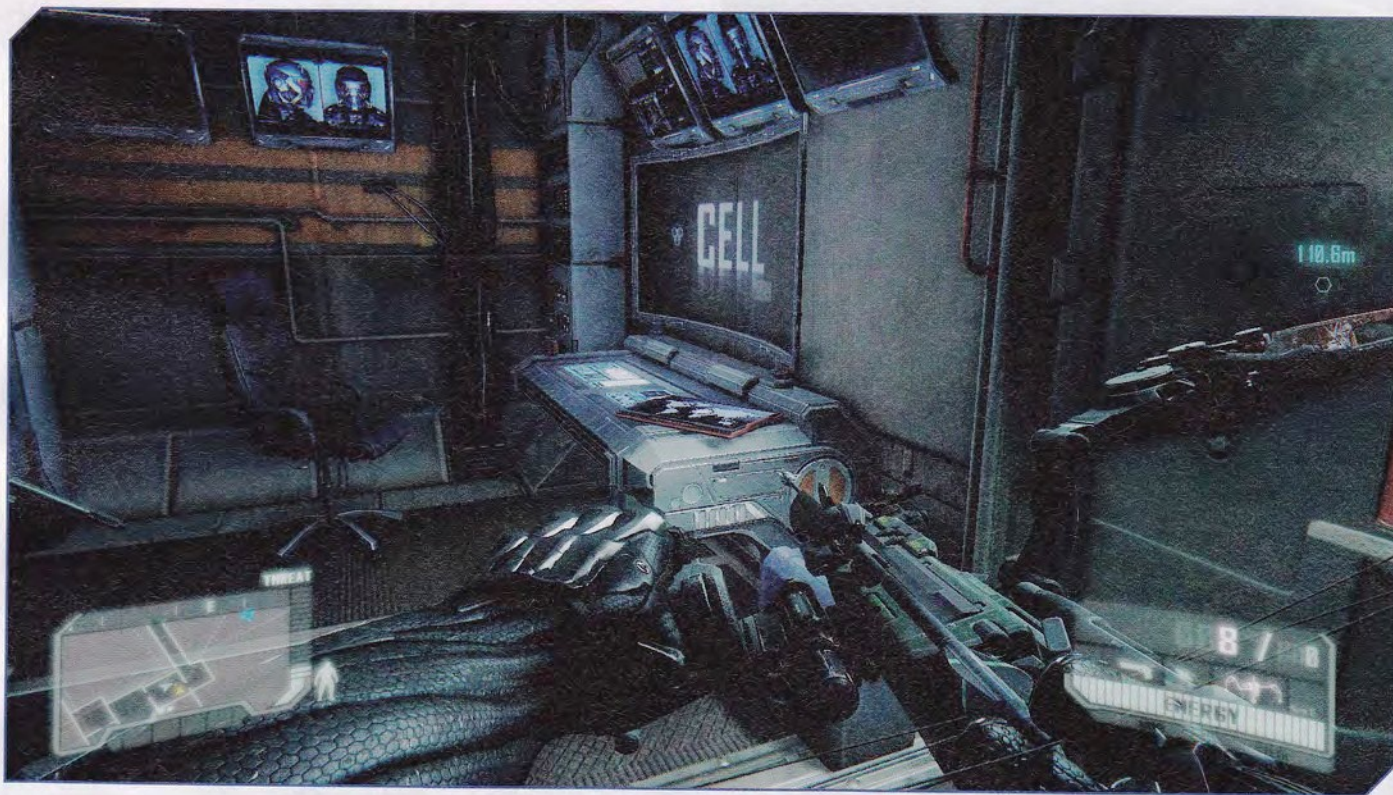
Hacking this doesn't take long, and it's not difficult. You only need to click your button when the moving balls are contained by the brackets. Some Hacking targets have several more nodes and move faster; these are much harder to defeat. Time your clicks carefully just to get some good practice.

Go into the next hallway, but search the computer room that you Hacked a moment ago. There's a Datapad in there.



Turn around and follow Psycho down some stairs and along the next hallway. He takes you to a room with another computer system. The door behind you closes while he starts to search on the computer. Guards bang on the door, but they won't be able to get in.

Look around the room for an ammo crate (which you probably don't need) and a CELL Intel!



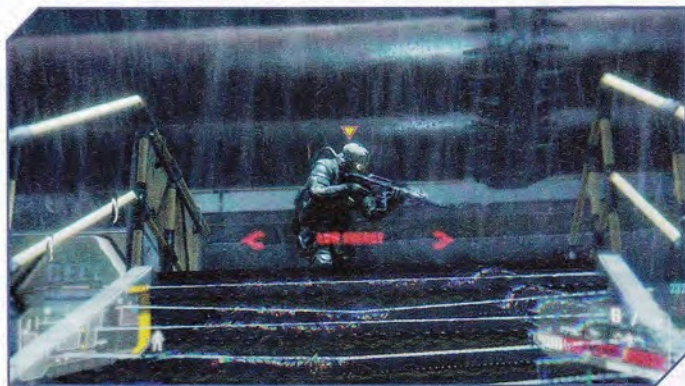
Once Psycho finishes his search, he opens the far doorway, going back into the rain. As he climbs up to a walkway overhead, start surveying the bridge ahead. There are plenty of guards on the bridge, and they have aerial support.

A chopper is called in if anyone on the bridge detects any movement or noise. Tag the nine men that are already deployed there, and use Stealth Mode to approach the span. There are two main routes along the bridge, and both of them have patrollers.

Sneak onto the upper portion of the bridge. Stay in Stealth Mode and shoot the first guard up there with your bow. Make sure that he's dead, and then wait for a patroller from the lower bridge walkway to run up there. He won't call in the alert because he's not certain if anything is wrong yet.

Kill that guard before he gets to the top of the stairs. This prevents anyone from ordering the chopper into position. You're now going to have a much easier time clearing the bridge. Advance slowly, and kill each guard with your bow, retrieve your arrow, and watch to see if anyone is coming to investigate.

It's easy to shoot the remaining guards at the end of the bridge, hide in the cubby by the door, and then Hack the security system.



If that isn't classy enough for you, stand on the upper bridge, get a decent look at all tagged soldiers, and nail all of them with the Predator before anyone can call in for air support. This is challenging, but possible.

In either case, creep to the end of the bridge and get inside without being seen. Continue moving forward until you reach a decontamination chamber. Let the scan finish its work, and exit from the far side of the room.



Not far ahead you stumble into a weapon crate with two K-Volts. You aren't likely to need these electric weapons, but take a moment to pick them up and at least look at them.

Turn around and look for the large doors at the end of the hall. Use the panel on the right side of the doors to open that route and slowly walk forward; a reactor room is on the other side.

Hide under the windows to that room and use your Visor to look over the area. CBRN units and Troopers are here. The Troopers have better weapons, but it's primarily the abundance of targets that makes the room dangerous.

After tagging everyone, sneak down the hall, rest, and enter the main room. Use a Stealth Kill to take out the Trooper near your position so you have that portion of the room all to yourself.

Use the hallway in front of you to walk along the length of the reactor room without being seen. Search the side chamber at the end of the route for CELL Intel and an ammo crate.



Now that you're ready to move through the reactor room, use the opening that's close to the Datapad's room to sneak forward. A walkway intersects the area, and the patrollers there can be killed without breaking stealth.

Even if you are spotted, it's a short run to the other side of the reactor.

Once you're through into the next hallway there aren't many ways for enemies to spot you or sneak up on your position. So a mad dash to safety is your last resort if anything goes wrong during your crossing.



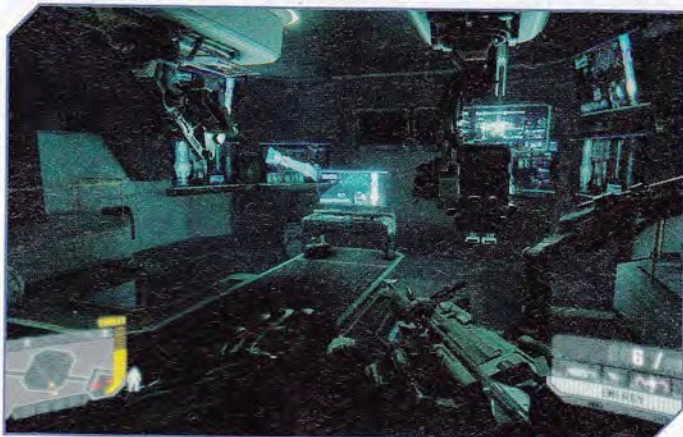
Leave the reactor room when you can and search the robotic labs ahead for another CELL Intel. It's in the lab that's farther down from the reactor. The next hallway overlooks another large chamber. This one is filled with guards.

Get ammo and grenades from the containers at the end of the hall, and slip into the room when you're ready.

It's easy to kill everyone in the entire room with your bow and silenced weapons without going another inch forward. Use cover to pop out, kill a few guys, and hide again afterward.

Walk to the other side after collecting any used arrows, and focus on your objective. You're getting close to it now.

After another hallway, you reach a door with two CELL guards and a deployed Sentinel on the other side. You won't see the Sentinel at first because it's behind some blast doors, but those open if anyone starts to approach. Watch out for Sentinels because they're a major thorn in your side if you aren't careful about them.



THE SENTINEL IS WATCHING

Sentinels are automated guns that possess tremendous range, accuracy, and damage potential. They'll spot you quickly and lay waste to your Nanosuit in short order if you give them even an inch to work with.

There are several ways to defeat Sentinels. Electrical weapons and damage take them out quickly (the K-Volt is an example of this, though your bow gets electrical arrows too).

An even better technique is to Hack Sentinels and turn them against their users. When you spot a Sentinel while using your Visor, go into Stealth Mode. Approach the device quietly until the Hack prompt appears on your screen. Remain cloaked while Hacking to avoid being discovered, and watch the gun spring to life when you finish your work.



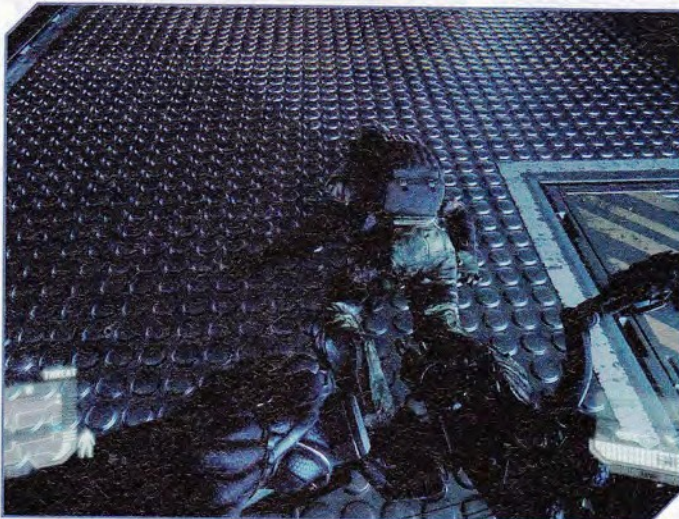
Hacked Sentinels periodically shut down and need to be rebooted with a quick Hack. Even when this happens you don't need to worry about the Sentinel turning against you. Once they're Hacked, they're harmless to you.



Sneak forward with your cloak active and then Hack the Sentinel from stealth. Or, you can kill the guards from range and then Hack the unit afterward if that makes you more comfortable.

Hack the panel to the left of the next door and then search the next room for a CELL Intel. It's on the body of a CELL guard who was killed by Psycho just a moment ago.

Reunite with Michael and follow him to the elevator. You two have made it into the Liberty Dome. Good work!





CELL INTEL

- DATAPADS — 3
- PROPAGANDA POSTERS — 1
- BLACK BOXES — 2

The elevator takes you and Psycho all the way down to street level, in the ruins of New York. Before you leave the complex, there are a few important things to do. Turn on your Visor and look through the area ahead. A new icon appears, and it is a good one to find. Your suit is detecting upgrade modules. These kits let you purchase upgrades for your Nanosuit.



BREAK INTO THE HIGH LINE

Getting this set of four modules unlocks your Nanosuit Customization Menu. Open that menu now and look at the available choices. You should grab modules that work well together. Don't purchase multiple upgrades from the same column. You can only have one active upgrade per column (the ones that are slotted into the orange squares along the bottom of the page). Try to diversify and get upgrades from as many columns as you can afford.

For a stealth package, purchase Extended Cloak and Super Stealth now, then use the next few points to purchase Energy Upgrade and Assassin.

Together, those four upgrades make Prophet extremely good at moving through levels unseen. They dramatically change the power and enjoyment you can get out of infiltration and stealth-based combat.

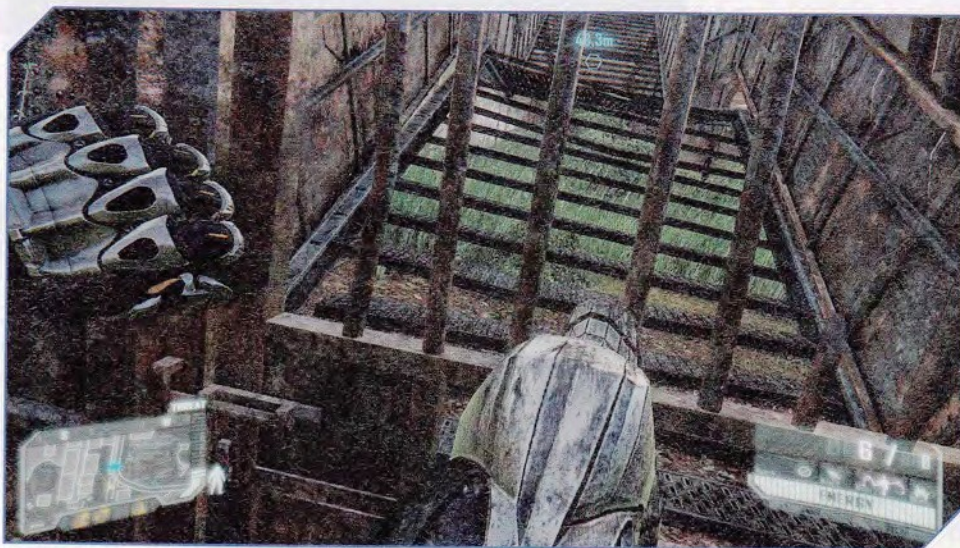
After customizing your suit, follow Psycho to the exit and get onto the old New York streets. Michael leads you through the ruins for a short distance, but warns of a minefield ahead. Turn your Visor on again.



Mines Detected

With your Visor on, a red skull is a warning that there are mines present. Get close enough to Hack them. This registers you and Michael as friendlies, so the mines won't detonate when you walk over them.

This doesn't take long, plus it's easier (and safer) than avoiding the mines when they're placed at chokepoints.



After passing the minefield, you and Michael continue through the deserted area. You pass some damaged Ceph equipment, but nothing is active. It's all just a remnant of the past.

Follow Michael to an old gate that leads up a series of rusty stairs. Interact with the gate to break it open, and walk to the top of the area. Once Psycho gets to the top, he explains what needs to be done next.

The field ahead is extremely well protected. Three CELL missile launchers are high above. They have advanced laser targeting systems and a heavy complement of missiles, and you don't have any weapons to take them out without moving closer. Michael won't be able to make it across the area without your help.

LOOK FOR A WEAPON

The idea is to search for a weapon strong enough to take out those turrets. Psycho labels a few points of interest, and then it's your job to go into the field to examine each of them.

Use Stealth Mode and your Visor to look around the initial area. The turrets are up and to the left side. To maintain stealth in this area, you can only uncloak safely when you're on the right side of larger obstacles.



The old subway trains found all over the area are your source of cover. Crouch and move slowly between the cars, rest after each trip between them, and search the blue objectives that Psycho marks on the map. They have minor weapons, but nothing of greater importance. You need something with more punch!

If you move too quickly (by standing up or sprinting), you won't be able to make it through the large stretches of open space without losing your energy. Be patient! It's possible to run through the whole area like a maniac, using Armor Mode to survive the missile impacts, but that's not professional.



Midway through the field, there's a large pool of water. That's another good place to hide while you get your energy back. Stop at the pool of water before continuing through the second part of the field. Sneak toward the last objective, and look for the gun with some real stopping power: a Ceph Bolt Sniper.

Aim up toward the turrets, and use the Bolt Sniper to obliterate all three of them. It's too bad the old thing runs out of ammo after that, because this would be a great toy to take into the next fight. Put it down when you're done.

Before following the next objective marker, search around the back right side of the field. There's a remote CELL Intel there, and it's easy to miss.



FIND A WAY UP TO PSYCHO'S POSITION

The path leads left, away from the Bolt Sniper's area. Keep your Visor up so that you don't walk directly into a minefield. It's a big one, so you should Hack this instead of circumventing it.

Grab some arrows from the arrow crate a bit farther along. A welcome sight, particularly if you weren't able to recover any of the ones you used in the first mission.



Continue through the ruined subway trains and fields. As you pass the next checkpoint, a helicopter comes into the area. Units are being sent to investigate the destruction of the missile turrets. That's to be expected.

You can avoid the Recon team ahead. Hide behind the rocks as you approach the area, tag all the men in the swamp, and get your energy back to full. If you go from rock to rock around the left side of the swamp, it's not too hard to avoid detection. From there, you get up and over the area and have almost a clear run toward the objective. A single Recon unit watches from the upper ledge, but you can either try to get behind that soldier or assassinate him without anyone else noticing.

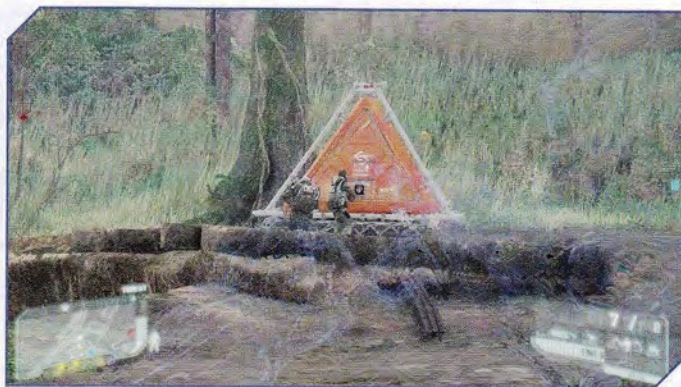
It's about this time when Psycho says that there's a CELL Locator Beam in your area. Time to investigate it.



Locate the Origin of the CELL Locator Beam

Break off the beaten path and move toward the secondary objective marker. It shows up on your map (and in Visor Mode). Walk in that direction and tag the two CELL units that are present in the area. They're distracted because they're trying to get a CELL weapon's drop to open. Shoot them with your bow before they even know that you're there.

Then, harvest a CELL Intel from the area and Hack the weapon pod. Inside the pod is an Upgrade Module! That's quite a nice prize for a simple task. Get that and return to the main path. Save this point for Energy Upgrade. You'll be able to buy that before the end of this mission.



Hone in on Psycho's location; it's the main objective for now. There aren't any more CELL troops in the way, so it's safe to sprint all the way there without stopping to cloak. After talking to Michael for a moment, put on Armor Mode and jump down into the subway tunnels in the nearby building.



REACH THE NORTH RAILYARD

Walk with Michael through the old subway tunnels. There are CELL units not too far away, but they can't see or hear you yet. A side room, partway down the line, has more arrows if you need a resupply.

Shortly after, Michael climbs up to take his own route. Break off from him and use the tunnel on the left to advance.

Quietly approach the next open area. There are roughly eight hostile targets in there, primarily Recon units and Troopers. They have a Sentinel deployed to provide fire support.

Sneak into the room and Hack the Sentinel while you remain undiscovered. The gun creates plenty of havoc and thins the enemies on the ground floor. Search along the left wall for a grenade crate, and then slip upstairs.



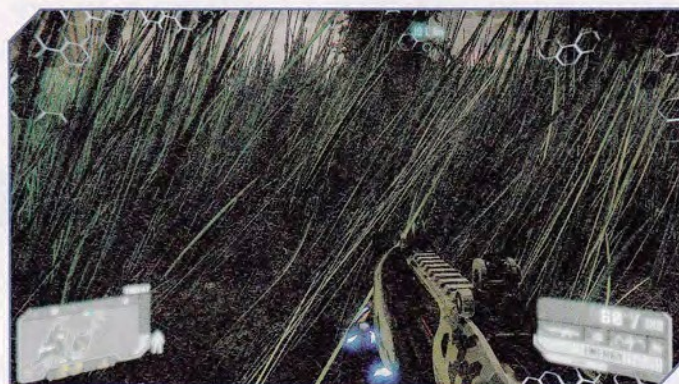


The troops on the bridge are hard to avoid, even with stealth. The quarters are relatively close, so you're better off killing them with the Predator. Get your arrows back after the massacre, and cross the bridge.

Use a running Power Jump to leap across the broken tracks, and reunite with Michael on the other side. Michael goes into the next room, and you two discover the remains of a CELL group. Search them for intelligence.

Get anything you need from the rest of the room; there are a few discarded weapons and an ammo crate. Then, go toward the far doorway and interact with it to go through. The next room isn't stealth friendly. You must find out what killed those soldiers, so fighting is required. But, there's a stealthy way to do it.

Cloak and stay on the right side of the room. This keeps you out of the tall grass that dominates the chamber. Look around until you see the Stalkers that are hunting in the grass, and then shoot them from above with your bow.



Once both Stalkers are dead, Prophet contacts Michael, and you're allowed to open the far doorway. Do this and move out. There are laser tripwires in the next tunnel.

Laser Tripwires

Laser Tripwires are always attached to explosives. There are several options for defeating or circumventing these traps.

Jumping over ground-based tripwires is fast and won't cause any problems unless you misjudge the jump. The downside of this technique is that it's risky.

Shooting the explosives at the end of the tripwire is a crude solution. It can be fast and is safe when done at range, but it causes a huge amount of noise.

Hacking the tripwires takes the most time, but it's elegant and carries no risk.



ALWAYS HAVE AN ESCAPE ROUTE

It's good to have places to hide in case you lose stealth suddenly. Because your enemies have grenades, that type of thing can happen. If you're near the entrance, use the walls and rooms for cover. Once you're out on the main platform, the areas underneath that are superb for hiding. Jump off of the platform and crawl into the tunnels so that the Sentinels and patrolling guards can't see you. Come out from the other side of the platform and resume your stealthy activities.

Disable the three devices and walk forward until the tunnel splits. The left tunnel has a K-Volt and a special ammunition crate. Collect the goods and take the tunnel to the right. There are three more tripwires, but they're very low to the ground. Jump over them for expedience or Hack the devices if you're nervous. Kick open the door at the end of the hall when you're through.



You're now approaching another open chamber. A large group of Cell Recon, Troopers, and Enforcers is holding the territory. Enforcers have impressive close-range damage, the Troopers have their assault rifles and grenades, and the Recon guys are the same fast-but-mild threat that they always are. There are over a dozen guys and multiple Sentinels. The Predator is your friend, and there is a crate of arrows for resupply underneath the platform in the middle of the room. You must crawl through a tight space to get to them, but it's well worth your time.



Kill soldiers at range with your bow and pop back into cover to restore your energy. Once the soldiers close by are dead, you can start trying to spot the Sentinels on the upper walkways. They're easy to take down with Electric-Charge Arrows.

A dead CELL soldier on the lower floor has CELL Intel. His body is next to a special ammunition crate, so it's good to go over there anyway.



There is another room under the far end of the platform. It has a hidden CELL Intel. Scan for it with your Visor so that you know where you're heading, and then drop down under the platform. Crawl inside the recessed area to get the intelligence.



The area is a treasure trove of weapons and ammo. You're mainly relying on stealth and the bow, but it's still fun to collect different weapons and attachments. If you like, search around for Grendels, Alpha Jackals, and spare ammo.

When it's time to leave, use the stairs all the way on the other side of the rail platform to get to the second floor. A few reinforcements arrive when you get up there, but they're fairly exposed out there on the walkways. Shoot them with your bow and stay cloaked the whole time.

Clear the enemies, and then use the zipline that's marked on the map. Stop and get your bearings when you land. There's a Mk. 60 in the room, and your next objective is just ahead. But, there's something awesome right behind you.



FIND PSYCHO

Turn around and scan with your Visor. There's a Nanosuit Upgrade Module inside an old subway train. Get that before moving forward. Take a second to spend the two points you found on Energy Upgrade. This gives you three of your four stealth upgrades. Next time you get a point, you'll be good to go and you can start purchasing alternate abilities for added flexibility.



Keep whatever primary weapon you like (probably something nice and quiet), but switch out your secondary weapon for the Mk. 60 in that first room. It's loud, ugly, and quite un-stealthy; however, you might need it soon. There are legions of Stalkers coming up, and they're not always easy to slip by. It'll be nice to have something large and mean to counter their attacks.

Step out onto the ledge that overlooks the field below. You see Stalkers all over the place as well as tall grass, and something out there is messing with your Visor. It's a daunting place, but stay here for a second and take it all in. This is perfectly doable once you know what to expect.

Diagonally across from your position is the jamming tower that is interfering with your Visor. Bringing that tower's signal down is a secondary goal, and it makes your work here much easier. Let's do that first.



Disable the Nanosuit Jammer and Restore Radar Functionality

Get a good visual fix on the tower's location before you hop down into the grass. It's very hard to see once you're at ground level, and the darn Stalkers make it difficult to move in a straight line.



Though stealth is normally our favorite course of action, this is another good exception. Ready the Mk. 60 and jump down from the ledge while facing the jamming tower. As soon as you touch dirt, start to beeline toward the tower. Power Jump over anything that gets in your way, and then turn on Armor Mode as soon as you reach your goal.

Use the Mk. 60 to fend off a couple of Stalkers, and then interact with the panel on the jammer to deactivate it. Now you can see where Michael has holed up. Make your way over there, using Armor Mode any time you hear the Stalkers approach. They always make more noise before their attacks, so that's your best warning system.



Sprint and Power Jump back across the field toward Psycho. He has an AGL emplacement all to himself. Don't touch that quite yet. Instead, Hack the CELL weapon pod behind the emplacement. That has an L-TAG, if you'd like to pick up a grenade launcher. There are also crates there for ammo and grenades.

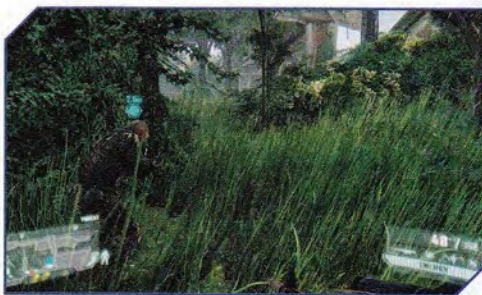
You're almost ready. Hack the Sentinel turret near the emplacement and then man the AGL. Psycho goes to call for support from headquarters, and you're left to man the barricade by yourself. The Stalkers are coming!



Use the AGL to blow up anything that moves. The Sentinel helps for a little while, but it deactivates eventually. Don't leave your position to start it back up; it's too easy to get outflanked before you're done.

- > Zoom while aiming the AGL for increased accuracy
- > One shot is enough to kill a Stalker; don't waste ammo
- > Toggle Armor Mode off when it's not needed so that your energy stays high

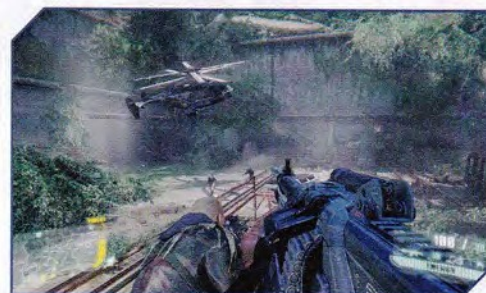
Use Armor Mode if any of the Stalkers get up toward you, and then shoot the ground near them to score the kill. It's messy but effective. There are also large barrels of volatile liquids stored here. Shoot at those when the Stalkers get close to them; that's worth a couple of easy victories as well.

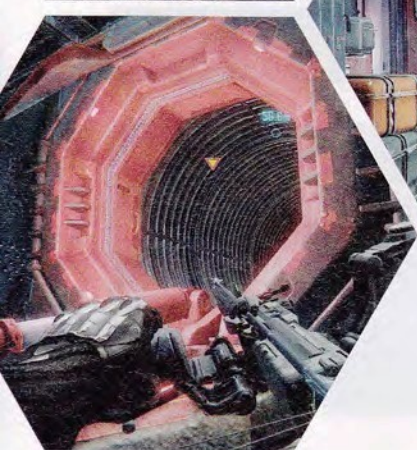


Eventually, Michael finishes his conversation with HQ, and he gets ready to move on. Leave the AGL and follow him.

FOLLOW PSYCHO

Michael takes you toward a possible exit from the field, but it's blocked. He comes up with another plan, and it's a doosey. Stay on the rails and go up toward an abandoned fuel car up the hill. Interact with the rear of the car to get it moving and then watch what happens. Enjoy the ride!





CELL INTEL

DATAPADS	4
PROPAGANDA POSTERS	1
BLACK BOXES	3

Prophet and Michael meet with the rebel leadership, and you're given the briefing for the next stage of the mission. The next attack is against a dam that is providing backup power for the primary reactor that CELL relies on for its financial and political dominance of the world.

After the meeting, go with Michael. Get some arrows and ammo from your starting location, and follow your buddy through the ruined building. Jump to a higher ledge at the end of the corridor, then crawl through a broken wall not much farther down.

Psycho explains more about the mission and the reason you're doing all this. He takes you past another weapons cache (with R.E.X. Charges and more ammo), and then opens an elevator shaft. Turn on Armor Mode and hop in.



INFILTRATE THE DAM CONTROL TOWERS

You soon end up at the bottom of the shaft. Climb out of the water, and use your Visor while leaving the building. A team of CELL soldiers arrives outside, so tag them as soon as possible.

If you want to sneak through the area, hurry and creep past the group of soldiers while they're still talking to each other. They spread out after a short conversation, so haste is your ally here.



Alternatively, prepare an Airburst Frag Arrow and use two of them on the group to rip the soldiers to pieces. They won't see it coming, and you remain in stealth when the dying is over.

There are many more troops in the area. If you continue with pure stealth, they'll be spread out. Any deaths or fighting instead causes more of the enemies to come forward. If you wait from cover, this lets you set up a good ambush. Get your arrows back if no one arrives, but stop and pick off the stragglers when they come forward.

There are a few new weapons being deployed in this zone. One soldier at ground level has a Typhoon, a gun with terrifying damage potential. When you tag a soldier that's carrying one, kill that guy before he gets a chance to respond. Higher up, there's a weapon cache with a DSG-1 (a tried and true sniper rifle). Climb up a damaged apartment building if you'd like to gather that.

For pure stealth, stick along the left wall of the area. This bypasses the initial group safely. Drop down at the end of the ledge, and continue moving quietly and under the cover of your cloak. Use the rocks a bit farther up to break line of sight with the patrollers, and restore energy.



Things become harder when you break into the open water after the apartment buildings. The front door of the base is ahead and on the left. A fortified area is on the right, with a sniper, a .50 HMG gunner, and some wandering troops. Make that your goal.



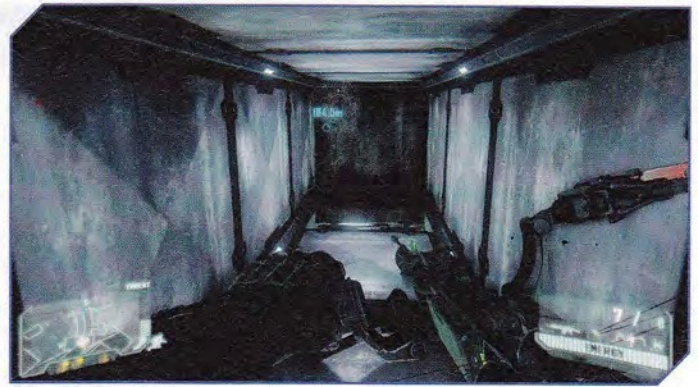
If possible, avoid all contact with the enemy. Keep your Predator out and use normal arrows to kill any guards that stumble onto you, but this triggers an alarm at the base. More troops come into the area, and going forward without additional combat only gets tougher from there.

If you sneak past the patrollers it gets much easier. The HMG gunner is looking out over the water (as is the sniper). There is a door that leads into the base behind that gunner. You must crouch and walk under two sets of lasers, but the timing isn't that hard.



Get into the elevator at the end of the route and use the panel on the side of the car to activate the lift. When it reaches the top, open the vent above you and jump to the top of the car. Another vent takes you deeper into the base from there.

Use your Visor to spot the two guards on the other side of the vent. Wait to open it until they're farther off, and then drop into the next hallway. You've made it into the dam control tower!

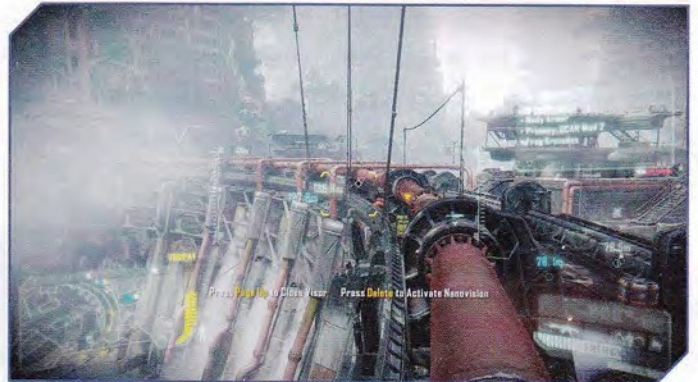


SHUT DOWN THE GENERATORS

If you're quick, the guards should be wasting time at the elevator entrance when you drop down. Avoid the two, or assassinate them with bow or melee attacks, and then search the tower. There are grenades, a DSG-1, R.E.X. Charges, and a weapon pod (with another DSG-1 and a Typhoon).

Hack the panel near the exit to disable its laser field, and start tagging enemies on the dam walkway. You're coming into the area from one of two towers.

The other one is where players that take the larger front door end up. Neither approach is specifically better, but the route you've taken is easier to do quietly.



The Predator kills targets on the bridge quite well. You won't need to risk yourself at all. Stay near the tower, pick off enemies, and retreat if anyone throws grenades toward you. Maintain stealth, and repeat as needed. Hack the Sentinel on the bridge when it's time to move forward.

If you'd prefer to advance non-lethally, jump into the water and swim toward the objective indicators. Both generators are hidden in lower levels of those structures. Swim over to one of them, get onto the small ledge by the waterline, and look for a vent to get inside.



The vent leads into the building and over toward a descending staircase. Go to the bottom, turn off the generator, and search the room for a Nanosuit Upgrade Module. You have enough points now to finish your initial stealth package.

Before leaving, hack the computer at the back of the room. This turns the dam's defenses against any CELL airships that are on their way. Climb to the top of the building and look in the hallway by the exit. There's a CELL Intel there, and it's unguarded.

Sneak out the way you came and approach the second building using the same technique. Get inside, walk down to the bottom level, and shut down that generator as well. Several CELL soldiers come into the building while you're doing this. Be ready for them on the way back up.





PLACE C4 ON THE WEAKENED DAM STRUCTURE

Jump up the damaged walkway to get back to where you were, and use your cloak to bypass the four new guards. Once you're outside, look for the new objective. It's between the two buildings, beneath the main walkway of the dam. Swim to it and plant an explosive before you're discovered by the enemies that are flying around. An impressive scene follows, and Prophet finds himself all the way back at ground level, elsewhere in the city.

PENETRATE THE CELL SYSTEM-X HARVESTING FACILITY AND SHUT IT DOWN

You're submerged in a shallow river that flows through the heart of the city. Follow the water forward until a new secondary objective pops up.

Locate the Origin of the CELL Locator Beacon

Jump out of the water and look around. You're over 200 meters from the CELL beacon, but there's a Poster nailed to the wall right here. Walk over to that to add it to your database, and then start moving toward the secondary objective on your mini-map.

Follow the beacon forward, but stop occasionally to scan for interesting objects along the way. When you're roughly 125 meters from the objective, look for a CELL Intel in the water. Pick that up as you go by.



If these goodies aren't enough, you're going to love what you find by the beacon. There's another CELL Intel and a Nanosuit Upgrade Module. Take them both before you tackle the CELL soldiers that are blocking the way to the primary objective. At least they're distracted, for now.



Use Stealth Mode to bypass the entire set of CELL troops coming through. They're looking for survivors from the dam, so all you need to do is get into the water and slowly swim past. No one is going to notice. You can rest for energy when you make it into the partially submerged tunnel on the other side of the group. There aren't any more guards there, so it's safe.

When you exit the tunnel, veer right and wander into another cave. This one is loaded with ammo and fun stuff. There are two Datapads, a Nanosuit Upgrade Module, arrows, and special ammunition.



Go all the way through the cave and out the other side. This brings you to a ledge near the System-X Facility. If you've ignored the cave and gone around the other way, you'd be approaching this site from the area ahead and to the left.

To avoid casualties, creep along the ledges and use the rocks for safe places to rest. Go all the way around the base and drop into a shallow pool on the back side of the compound. Your Visor detects a Datapad down there, but there's more to be found.



Hack some mines at the other side of the tunnel, and you're free and clear, inside the walls of the base. The codes collected earlier from the Locator Beacon would have opened the front door, but this is the quieter route.

Scan around with your Visor before breaking cover. There are quite a few useful pieces of gear around the base, but they're somewhat spread out. To reach them, stay in Stealth Mode and avoid the primary walkways where the guards patrol. Use the water below, and Power Jump when you need to get up to anything important.

There aren't as many guards around the back side of the base, but a mobile Sentinel watches the area. Use the walkway above it to slip by. Or, you can equip an Electric-Charge Arrow and fry the sucker once and for all.

Hidden in the water, in the rear corner of the compound, is a Nanosuit Upgrade Module. It's fairly close to a weapon pod (Typhoon and Majestic Six) and special ammunition crate. None of these are protected.





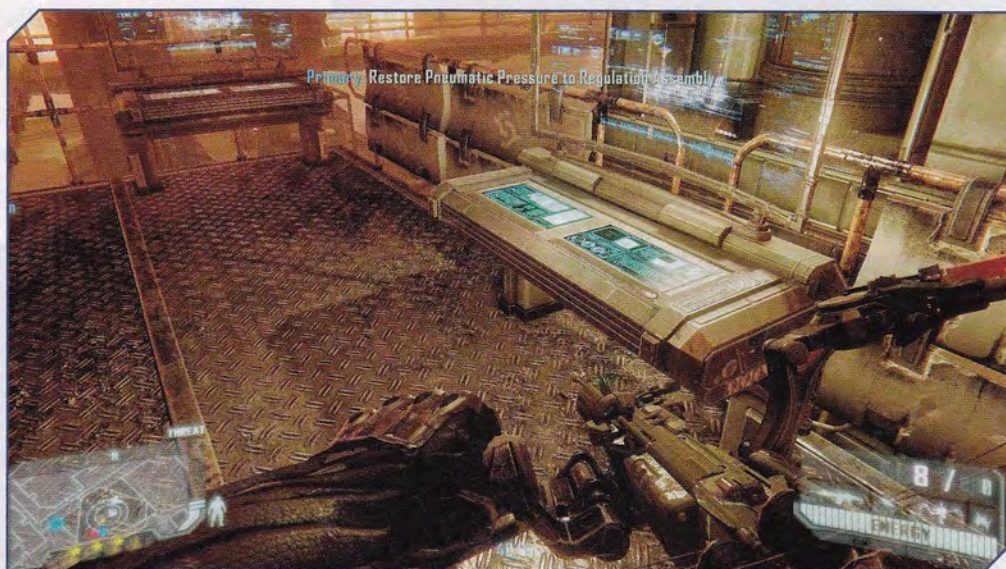
Wait for the mobile Sentinel to move out of the way, and then sneak toward another Nanosuit Upgrade Module in the center of the base. A walkway gets you right over to it. The small shack with that module also has an ammo crate, a DSG-1, and some grenades.

After getting everything that isn't nailed down, go to the walkway where the Sentinel patrols. Use the elevator there (as marked on your map) to get down into the lower tier of the base.

RESTORE PNEUMATIC PRESSURE TO THE REGULATION ASSEMBLY

There aren't any guards down here at the moment, so you're free to explore. Look for two Datanpads on the main walkway, and then scan around for your two objectives here. Though the pressure systems can be activated in either order, you should start with the one on the left.

To access the computer, interact with the maintenance crane controls at the center of the initial walkway. This shifts a suspended box and makes it possible to jump from there onto the walkway you need. It's a bit tricky to get onto and off of that walkway, and that's why it's better to get it done now.



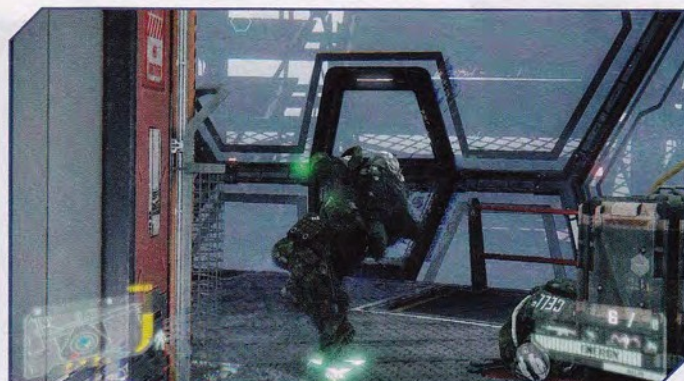
Use the computer in that part of the room, and then return to the center. Go to the other corner and repeat the process. It's easy to reach that one.



BRING THE NEXUS SYSTEM TO SAFE POWER LEVELS AND SHUT IT DOWN

Turn on Stealth Mode when you're about to head back to the primary walkway. The area's defensive systems have activated. An extremely challenging Hack on the primary terminal (at the center of the walkway) can deactivate them. However, Stealth Mode, the Predator, and two Electric-Charge Arrows get the turrets down in a few seconds. That's a better way to get it all done.

Walk back toward the elevator and deactivate some lasers along the way. Ride the central elevator up and listen to what Claire has to say. Turn on Stealth Mode when you hit the top, and get your bow ready again, with normal arrows. Four guards are around the corner. Sneak out to waste them, and look on the consoles nearby for a CELL Intel. Collect it before going to the top of the tower. The stairs lead to the controls for the facility. Use those to bring the place offline.



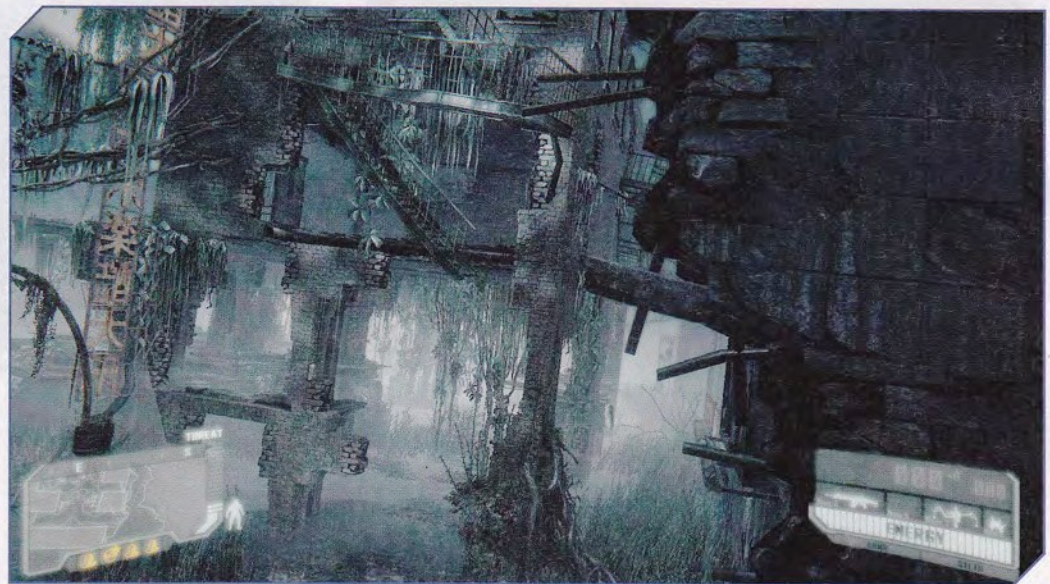


SAFETIES OFF

CELL INTEL

- DATAPADS — 11
- PROPAGANDA POSTERS — 1
- BLACK BOXES — 4

Night has fallen, and CELL squads are beginning to pull out of the area. They still have a substantial presence, but they have a number of distractions to worry about.



AVOID CELL SEARCHLIGHTS AND MAKE YOUR WAY TO THE PARK



Use your Visor to scan for CELL units, and then creep forward through the brackish water that covers the street. Arrows and some basic weapons are ahead, and the enemies are off on the right side of the region.

If you stay cloaked, you can avoid the searchlights overhead. They're there to spot targets, but they won't cause you to be attacked directly. If you're spotted, ground troops are called in. This makes the area harder to sneak through.

Secure CELL Intel

Psycho detected CELL intelligence in the area, and he wants you to pick it up for him while you're there. This is marked on your map, and it's not far away. Make this your first objective.

Use Stealth Mode to sneak toward the secondary marker. Damaged buildings provide decent cover, so it's not too hard to avoid detection if you're serious. Otherwise, draw your Predator and start assassinating targets before they figure out where you are.



Not too far ahead, you reach a building with a Sentinel on the ground floor. Sneak over to that and Hack it while the enemies are unaware. Jump up to the second floor of the structure and search for a Nanosuit Upgrade Module and some special ammunition.

Use bow attacks or Stealth Kills against the guards on patrol around the upper portion of the building, and then sneak to the other side of the floor. Disable two sets of mines before hopping down to ground level again.



Slowly move from cover to cover and approach the secondary objective.

There are a few open areas, and the searchlights cover this area. So, it's easy to end up being spotted unless you start every trip out of cover with full energy.



Also, there's a Sentinel near the objective. Destroy that with an Electric-Charge Arrow or Hack the device before you do anything else. That makes your mistakes less costly, should any guards uncover your location.

Pick up the three Datapads by the downed gunship, and then jump to the second level of the building next to it. Four more Datapads are up there.

Now that you have all the Intel, switch directions. Aim for the blue primary objective. The guards on the way over are fairly spread out, so it gets a bit easy to bypass them (or get quick victories with Stealth Kills). Stay inside the buildings when you can, to get more cover.

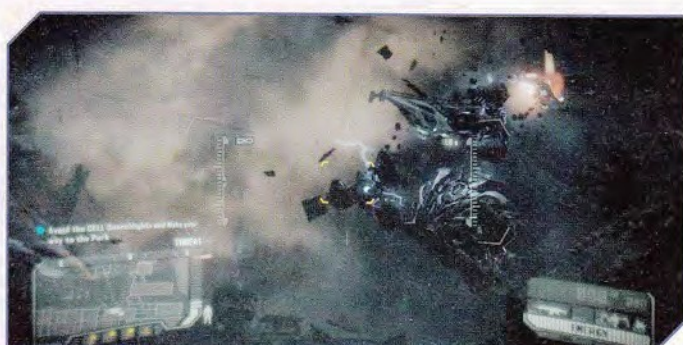
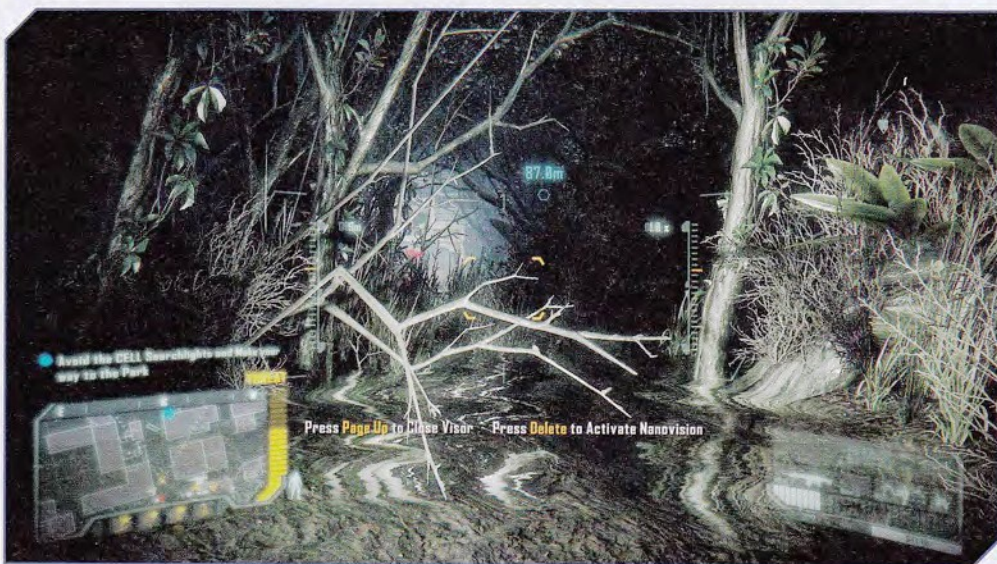
The compound near the objective has a Sentinel, multiple sets of mines, and plenty of guards. They're fairly alert, even if you've been quiet up until this point. So, a stealthy approach takes some doing.

Hack the Sentinel and initial minefield to distract the enemies and give yourself a way in. Jump into the building and look for a staircase that's roughly in the center of the structure. Take this up several flights of steps, and then start a rigorous search. There are supplies everywhere (for grenades and ammo). There's also a Nanosuit Upgrade Module on the top floor, near a zipline. There's a CELL Intel in the same location.

Once you have all the supplies you need, take the zipline across to another damaged building. Claire restores communications, so you hear from her briefly. A new primary objective marker appears, and that's your beacon. The apartment buildings here are so badly

ruined that it's hard to take a straight route through them. Drop through broken floors and weave through the rooms to keep making progress toward the objective. There aren't any enemies to slow you down.

Scan for a piece of CELL Intel and make your way over to that. It's near the building's exit, so you get where you need to go and pick up more intelligence. There's a short scene here. You spot quite a few Ceph, and then your objectives change.



APPROACH THE CEPH MINDCARRIER

Don't rush out into the swamp beneath the building. There are Ceph Grunts and Reavers all over the place, and cover is sparse down there. You won't stand a chance if you're reckless. Even sneaking up for Stealth Kills isn't ideal because there are so many enemies.

Pure stealth is the way to go. Crouch and go from building to building along the left side of the park. There's a weapon pod with an L-TAG over on the right, but you shouldn't use it here. Instead, aim for the damaged structure ahead and scan for a Nanosuit Upgrade Module. It's inside, hung up on a wall.



Instead of walking directly toward the objective, break off toward the distant corner of the park. There's a second weapon pod there (with a DSG-1). Even better, there aren't many patrollers with line of sight toward that section. You can get behind walls and rest for energy before approaching the primary objective.

It's pretty easy to sneak from the corner over to the objective. You have much more cover and fewer eyes on your area. Stay cloaked and get over there. Jump up to the Mindcarrier when you arrive, and see what happens next. Search for a CELL Intel in the next room after you finish.



REACH THE CELL NANOSUIT SKINNING LAB

A new marker appears. You're safe for now, so hurry back through the building and out the other side. CELL units are under attack here, so none of them will pursue you. Whatever is killing them isn't visible yet, but you know that it must be somewhere close by.

Scan the area as you proceed. A brick building with open windows has a Nanosuit Upgrade Module. It's above street level, but a Power Jump gets you in through the windows. Steal that kit, and walk to the far side of the building. There's a weapon pod below and two pieces of CELL Intel off in the distance, but still no enemies to be found. Hack the weapon pod if you'd like an L-TAG or a Grendel, but go after the Intel. They're the real prizes.



More arrows and ammo are in the next set of buildings. Tons of ammo, burning people, and no enemies. There's no way this will turn out in your favor! Get a damaging, close-range weapon ready before you walk up to the next set of doors. A Ceph Scorchers comes after you, and the fight starts at close range.



KILL THE CEPH SCORCHER

How to Destroy Scorchers

These Ceph are short-range attackers. Their flames do a worrisome amount of damage, and it takes heavy punishment to kill Scorchers. Their armor is thick, and they're not vulnerable to many tricks.

First, you won't do much damage to a Scorchler when they're low to the ground. In this mode, they're mobile and extremely tough. Instead, wait for Scorchers to deploy for attack by raising up to expose their more vulnerable inner workings.

The glowing red sensors at the head of the creatures are the best targets. Use Armor Mode to give yourself time to attack without taking real damage, then back around walls or obstacles to give yourself time to recharge.

Once Scorchers take too much damage, they initiate a self-destruct device and detonate it in short order. Unless you kill the Scorchers with electrical weaponry, they'll do this suddenly and with great force. Everything nearby takes extra damage.

Use Electric-Charge Arrows, K-Volts, or Gauss Sabot Guns to avoid the self-destruct sequence. In return, you get to steal the Scorchler's Incinerators. They're fun weapons.



Walk through the large building that the Scorchler was guarding. It's mostly empty, except for some ammo. There are many more Scorchers on the other side. Claire breaks through the comm disruption again, and she lets you know about a Ceph Pinger nearby.



Use the Nanosuit to Interface with the Ceph Pinger

If you have Sensor Upgrade, slot that before going after the Ceph Pinger. This upgrade makes it easier to Hack the Pinger itself and to turn Scorchers against their allies as well. Hacking Scorchers and Pingers is doable without Sensor Upgrade, but you need more time in Stealth Mode to do it.

Sneak over toward the Pinger, then Hack it, and slip out of the area while the Pinger attacks the nearby Scorchers. There isn't too much treasure here to worry about for a stealthy player. The heavier guns and ammo around the square are superfluous.

Hurry into the next building, get some arrows, and continue toward your destination. It's not far now! However, more Grunts and Reavers are between you and your goal. They also have a Spotter here, and that's a pest!



FIND A WAY TO BYPASS THE PIT DEFENSES AND ENTER THE ELEVATOR

The route to the elevator is well guarded, but your cloak is enough to get you through without a fight. Go quietly down the left side of the road, hiding behind trees and other heavy cover so that the walking Grunts and Reavers can't see when you stop to recharge.

That roving Spotter can see through your cloak at longer range than most creatures, but it's not perfect. As long as you hide when it's approaching, the Ceph won't find you. Another trick is to step out from cover when the Spotter is alone. The Ceph won't trigger an alarm; it'll merely come over to investigate. Use a silent weapon (such as the Predator) to kill the Spotter where no one can see it. This removes the problem without getting you into any trouble.

Get around the large group of patrollers and wind your way over to the right side of the fortified building there. Use the console that's indicated on the map, and stand back while the ramp lowers. You get crushed if you're underneath it!

Sneak into the base and scan for CELL Intel and a Nanosuit Upgrade Kit. A bridge on the left leads toward the Intel. Walk over to pick that up, then go to the other side of the base and look inside a small shack. The upgrade kit is there. Join Psycho in the main elevator once you've gotten these two items. The two of you rise deep into the complex.



SEARCH THE FACILITY FOR A FUNCTIONAL NANOSUIT CRADLE

Search the abandoned lab for several pieces of CELL Intel and a Nanosuit Upgrade Module. You find all of these throughout the building, but a simple Visor scan picks them all up and there aren't any enemies to stop you. It's free loot. Michael eventually leads you down to the bottom of the base. This ends the mission, once you've seen everything that must be seen.





RED STAR RISING

CELL INTEL

DATAPADS	5
PROPAGANDA POSTERS	1
BLACK BOXES	3

The rebels have gathered enough intelligence to figure out what CELL's counterattack will use against the Ceph. It's not good news, and you must do something soon if you want to stop them.



APPROACH THE CEPH MINDCARRIER DEVICE

Walk forward and get onto a damaged pipe that connects your current building with another one on the other side of the street. Cross the divide and use another pipe to get to the next structure. Scan there to find the location of some CELL Intel and a Nanosuit Upgrade Module. The first is on some boxes close by, and the other is over the wall to your left.

Jump over the wall to your left and drop through the damaged ceiling to get the upgrade kit. Then, search for the Intel and some spare ammunition before leaving this rooftop.

Use a zipline on the roof to get across another street. Move toward your objective, taking ammo from the crates along the way. Hack a weapon pod for a Mk. 60 and two R.E.X. Charges, or leave them behind if you don't need any of those.

Keep moving, and don't drop down into the streets on the lower tier (just a bit past the weapon pod). There are Ceph down there, and you'll miss a Nanosuit Upgrade Module. To get it, walk past a dying CELL soldier next to a doorway close by. He'll talk to you briefly. Drop to the lower level of that building and search for the upgrade kit. Take it before continuing.

Enter Stealth Mode and approach the Mindcarrier device outside. There are patrolling Ceph infantry, but there aren't many of them. Stay away from each Ceph if you're avoiding combat, or sneak up on one or two for Stealth Kills.

Interact with the device once you get close to it. This triggers a cutscene. Afterward, use the Pinch Rifle at your feet to massacre the Grunts that are surrounding you.

FIND THE ARCHANGEL COMMAND SYSTEM AND PREVENT ARMAGEDDON

Enter Stealth Mode after you defeat the host of Grunts. A Devastator crashes through the wall of the area. To defeat it, use cover and get your Super Thermite Arrows ready. While cloaked, pop out and nail the big Ceph with lethal arrows. A couple of those can end the threat without any other shots being fired. You could also sneak away without the Devastator being any the wiser.



You're now on the way toward the Archangel Command System. Stay on the right side of the road and bring up your Visor periodically. There is an alley with some CELL Intel not too far away, but it's easy to miss if you're not looking for it. That same alley has a crate of arrows! Collect them before returning to the main route.



Follow the sounds of battle toward your objective. A lower street is getting bloody with an engagement between CELL troops and Ceph. You don't need to play a major part in this battle if you don't want to. Cloak, jump down to the street, and go toward the left side of the area. CELL troops are using a building there for defensive purposes. Go in there, using Stealth Kills if any CELL guys get in the way.

There's ammo on the second floor, and two pieces of CELL Intel. One is on boxes on the second floor. The other is a Poster that you can scan from that area. To see it, look down a small side hallway. It's possible to steal a .50 HMG from a gunner by the windows, but you won't really need it during a stealthy run.



Get back into the open field and use your cloak to advance through the Stalkers that are running everywhere. Hack a few CELL Sentinels in the center of the field; they're on the second floor of a building. Doing so provides more than enough cover to continue.

Follow your objective indicator toward the corner of the field. Walk into a damaged building and climb its stairs to the second level. Claire establishes contact for a moment, but then you're on your own again.



REACH CLAIRE AND PROVIDE SUPPORT

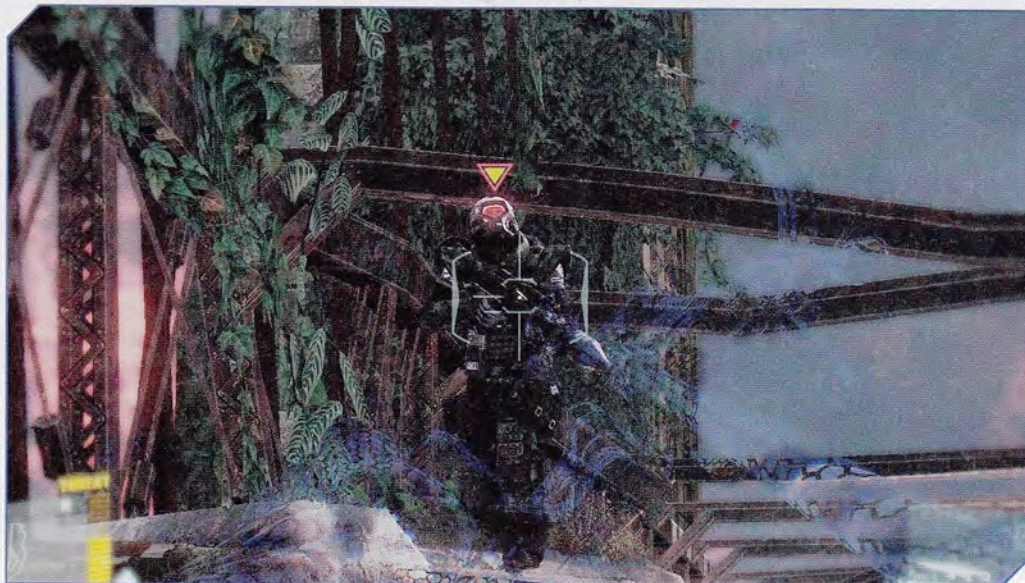
Leave the building from its upper floor. The dirt roads ahead are ideal for CELL ICVs and Orcas. Some of them were attacked here and destroyed. However, an Orca is still functional. You'll soon be able to use it.

Search for a CELL Intel near the vehicles and a Nanosuit Upgrade Module on the far side of the convoy. There are also special ammo crates there. Get everything and hop into the Orca.



Drive to the next objective marker. The field is wide open around your position, but there aren't CELL items or Nanosuit Upgrade Modules here. You're safe to drive across the landscape without missing anything on the way.

The next marker takes your Orca into a narrow passage. It's safer to exit the vehicle as soon as you spot CELL Troopers ahead. Some of them have JAWs, and they'll obliterate your Orca.



Get out, cloak, and sneak up on those troops. Bypass them, or use the Predator to kill the rocket-wielding Troopers at range. The men on the ground are easier to sneak up on; you can get a few easy Stealth Kills here.

A squad is close to the end of this path. They're holding both sides of the corridor, but the fools are positioned by a car that's loaded with fuel barrels. One bullet from stealth takes care of that ambush.

Go into the marked building at the end of the way. This leads way down into a pool of water at the bottom.

Don't jump off the walkways until you get most of the way down; otherwise, the fall can be lethal.

There's a cutscene at the bottom. When it finishes, Prophet comes out of the building and hears a welcome voice. Keep moving toward Claire's position. Get ammo from the nearby crates, and start hopping down the ledges ahead. A weapon pod partway down has a Typhoon and a JAW.

Use Armor Mode to survive the bigger jumps down the cliff, and scan for a CELL Intel at the bottom; it's near another Orca. Get the Datapad and sneak toward the open field farther down the road. Instead of driving there with the Orca, stay on foot so that the patrolling chopper won't see you.

Though cover is sparse, use your stealth to get past the helicopter and the CELL watchtower that guards the canyon road. There's a broken waterpipe on the far side of the area, and that's your ticket to advance. Get over there and run through the tunnel.





Rebel Intel Suggests Possible Vehicle Upgrade

Rest for energy and then sneak across the next yard as well. There are Ceph here, but they're primarily focusing on the CELL gate to the far right. Instead of fighting, walk toward the secondary objective that just appeared. It's a CELL ICV! They have plenty of firepower, and you can use this one if you're tired of advancing on foot.

Use the ICV to destroy the Pinger and Devastators that are sieging the CELL base that's between you and your objective. Shoot at the Sentinel by the base as well, and then you're free to explore.

▶ ALPHA STRIKE!

Use the ICV's primary attack for any normal enemies. The chain gun is more than enough firepower for those targets. Save the missiles (they're tied to your secondary attack) for use against the Pinger. Once you've aimed at the Pinger, fire both types of weapons simultaneously to score maximum damage as quickly as possible.

Search the CELL base for some CELL Intel. A soldier has a Black Box, and a Datapad is on the other side of some large containers.

Use the console on the upper tier of the base if the soldiers haven't opened the gate already. This lowers the huge door and lets you drive through with your ICV. There are two Orcas on the other side, and they're available if something unfortunate happened to your existing transport.

Drive the ICV down the road. Another ICV attacks you around the first major bend. Use your chain gun and missiles to destroy it as quickly as you can. Turn on Armor Mode to flee if your vehicle is destroyed, find cover, and use Stealth Mode to advance afterward.

Drive the ICV (or walk) along the road. Pass another Orca by the wayside, and enter an open pipe. Drive to the other side and keep going until you hit a roadblock. A burning ICV prevents you from getting all the way to Claire's position.



Get out of your vehicle and cloak yourself. Jump over the burning ICV and keep your eyes open. There's a Gauss Sabot Gun a short distance ahead. Take that and scout the approach to the enemy base.

Take a zipline down to the lower field and turn left after you land. Psycho wants you to take out a secondary power system for the base before you begin the main assault.



Destroy the Tower Air Defense System and Allow Psycho to Land

Take the path on the left, between the two hills. This allows you to advance on the power station for the tower's aerial defenses. Ceph are sieging that location, too. Sneak up to the Devastator that protects the rear of the enemy force. Kill the Devastator and steal its X-Pac. Use that to destroy the other enemies that are on the outside of the base.

Slot your Sensor Upgrade before stealthing and move in. Hack the two sets of mines and the Sentinel in and around the base so that you're safe to move about. Stealth Kill the surviving CELL troops, as needed.

Collect R.E.X. Charges from a crate inside the base, and look for any weapons that you need. The place has a bit of everything. There's also a Nanosuit

Upgrade Module in there. Once you're re-equipped, place a R.E.X. Charge on the secondary objective and detonate it from a safe distance.

This brings down the system's aerial defenses. Psycho is good to go.



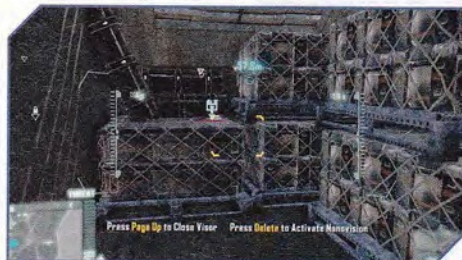
It's time to get into the Archangel Command System. The back door can be Hacked. You must use your stealth well to make that work because the area is open, cover is crummy, and Ceph are all over the gate.



Use Sensor Upgrade to get an edge. Stealth over to the gate, rest for energy, and then Hack the Scorchers that's close by. This buys a few moments to Hack the gate while keeping your back against the wall. It's tense! You can always kill the Scorchers to earn even more time.

Once you're inside, search for a Datapad. It's inside a shack to the left (from where you come in). There are still quite a few CELL units inside the base. Use stealth to avoid them. You don't need to kill these guys unless you want to. Hide in the shack for energy, and look for small crates along the walls as you keep going around the base. These are also good locations to restore energy.

The controls for the bridge to the elevator are all the way around front. Make your way there and climb up a ramp toward the computer.



A CELL soldier is often there, but he can be dispatched without making much noise. Do this, and then interact with his console.

This lowers the bridge to the middle of the base. Cross the bridge and turn right to access the elevator. It's controlled with another computer console. Use speed and stealth to get in there without killing many of the troops nearby. Ride the elevator to the top and watch the end of the mission.





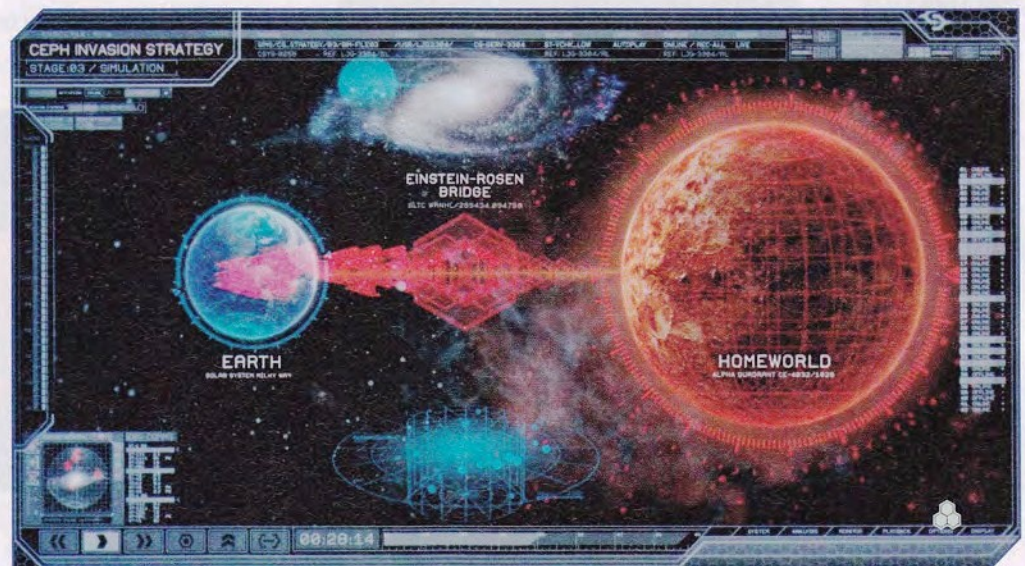
ONLY HUMAN



CELL INTEL

DATAPADS	5
PROPAGANDA POSTERS	1
BLACK BOXES	2

Wait for the cutscene to end. Prophet begins the next mission next to a downed gunship. You're about 240 meters from your objective, and battle is raging throughout the city. Take the ammo and arrows from the nearby crates, and then move out.



INFILTRATE AND SHUT DOWN CEPH DEFENSE BATTERY ALPHA

Power Kick the debris to the right. This creates a hole through a damaged wall so that you can get onto a ledge, which leads forward. Follow that. It leads past another crash site; there's a DSG-1 on the ground, if you're interested in collecting it.

Keep moving until you reach the end of the ledge. Scan for enemy targets with your Visor. Ceph are everywhere, and tagging them is important. Use your best long-range weaponry to kill a few from this ledge. The enemy Shadows are the best targets (they're Ceph snipers).



Hug the ledge that winds to the right. It eventually takes you to a zipline that's near a weapon pod. Hack that for a cache of explosives. There's special ammo in a crate nearby. Get everything you need.

Use Armor Mode to descend to ground level, using cover below to hide while your energy returns. Creep forward again when you're in good shape, and stay cloaked as you look around. There's a Ceph Sentry to Hack.



Look for the primary objective on top of a large hill. Walk around the hill and look for the ramp leading up toward the top. Use stealth to get the drop on multiple Grunts and Reavers near the objective. The Predator is an excellent weapon for thinning their ranks.

Move in on the waypoint, and look for ammo and a Nanosuit Upgrade Module in the room next to the target. Get these, and then approach the Ceph Defense Battery to disable it.

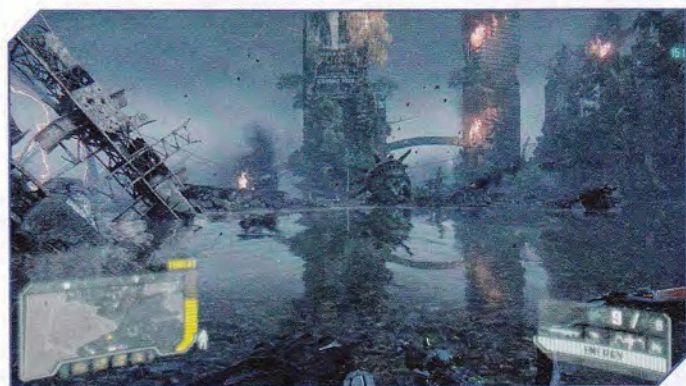


INFILTRATE AND DESTROY BRAVO AND CHARLIE

Your Nanosuit surges with energy after interfacing with the defense battery. For a time you're practically invulnerable. Run down the hill and look at your next two objectives. One is on the left, across a shallow plain of water. The other is somewhat farther away, on the right.

Aim for the objective on the left. Use stealth to hide once your immunity ends, and aim toward the shattered head of the Statue of Liberty. That's partway down the field from your position. It's easy to spot from a considerable range, so it's a useful landmark.

Look for a CELL Intel inside the statue's head. Get the CELL Intel, and listen to a broadcast from a rebel mortar unit. They're close by and could use some assistance.



Provide Combat Support to the Rebel Mortar Unit

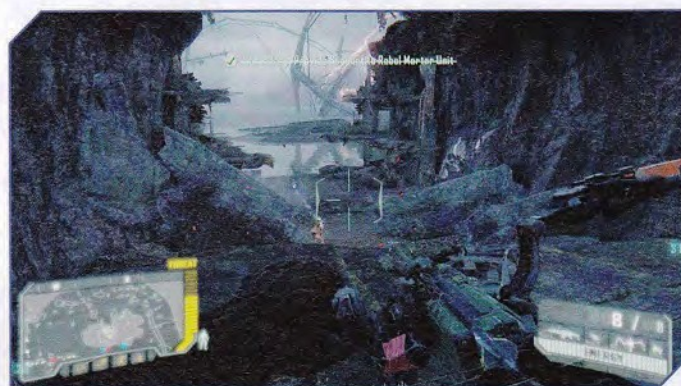
Follow the secondary objective marker to find the mortar team. The most direct approach is to swim through the deepening water toward their position. Climb onto dry land when you get close, and use Power Jumps to climb the small cliff above.

Defeat any Ceph that are close to the rebels. Then search for special ammo and a piece of CELL Intel nearby. Once the enemies are dead, the rebels agree to take out any high-value targets that you tag with your Visor. They're a big help with the Ceph Pingers near the next objective.

Start pushing toward the primary objective once again. Use stealth to get a bit closer to each Pinger, and then mark them with your Visor. The mortar team kills both of them without wasting any time. You now have a relatively clean approach to your target.

Keep your Visor up as you move. There are mines in the area! Hack them, and start climbing the hill toward the waypoint. Keep scanning, because there's a Nanosuit Upgrade Module nearby (and it's undefended). Collect it as you move in.

Power Jump to a weapon pod above the upgrade kit and Hack it. Take the Gauss Sabot Gun if you need another sniper weapon. Use it to destroy a Ceph Sentry and a few other defenders as you advance. Hack yet another set of mines as well.



You're within throwing distance of the Ceph battery, but don't rush. There are still Scorchers, Grunts, and Reavers in the way. Plus, the terrain is badly damaged. You can't rush over to the battery to take it out. You must jump down into a depression and carefully work around to the battery.



Stay at the top of the area while sniping additional enemies (from stealth). Do this with your bow and sniper weapons. Drop into the depression. Sneak past any remaining guards until you get behind the battery, and then back up toward it. Steal a Black Box from a slain CELL soldier. Take out the battery.



Sprint away from the battery after it's destroyed. Enemies reinforce the area, but you're safe if you rush past them while temporarily invulnerable. Stealth when that fades, and look for a zipline at the edge of the hill. This takes you down toward the final battery. Look for an Orca with missile pods at the bottom. Get in, and start driving toward the last battery.

Use missiles to bring down another Pinger. It's just around the corner, but a few volleys trash the large Ceph before it has a chance to eliminate you. If the Orca isn't helping, go into stealth and use Super Thermite and Electric-Charge Arrows to kill the Pinger.



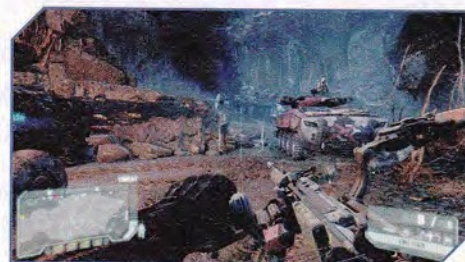
Get out of the Orca once the Pinger dies. There are so many mines in the area that you're likely to run over a few. Equip your Sensor Upgrade and quickly Hack the mines as you continue on foot.

Help Free a Trapped ICV

Prophet gets a call as he passes through the minefield. An ICV is close by, but it's trapped in a cave. There are two sets of mines blocking the thing in, and they need your help to clear the way.

Follow the secondary objective marker toward the cave entrance. Use your Visor to Hack both sets of mines, and then search the cave. You get a Datapad and a Nanosuit Upgrade Module. In addition, there are an FY7 1M rifle and a crate of arrows at the back of the cave.

It's possible to ride the ICV out toward the next primary objective, but there are problems with this. The Ceph Gunships protecting the approach to that battery can make mincemeat out of a lone ICV. What's worse is that you won't be controlling the vehicle. It already has a driver, and you'd simply be along for the ride.



It's safer to let the ICV team stay in the cave while you continue on foot. Walk toward the objective until one more distress call breaks through the radio. A downed VTOL is a few hundred meters ahead. It's somewhat out of your way (because it's to the right, and your objective is on the left) but it's still worth your time.

Scout the Downed VTOL

Use stealth if you get close to the enemy Gunships, but most of the route to the VTOL is clear of targets. Sprint all the way out there and remove the debris covering the back of the unit. This frees two men that were trapped in the wreckage.

Search inside the craft for special ammunition, a JAW, another FY7, and a Nanosuit Upgrade Module. By now, you have so many upgrade points that you're likely to have most (if not all) of the Nanosuit Upgrades in the game. Configure all three of your packages to provide options for multiple scenarios. At a minimum, configure your suit for a full stealth package and a heavy combat version.

Turn around and go back toward the third Ceph battery. You could pick up JAWs (they're all over the place) and use them against the flying Gunships that patrol the skies; however, stealth is more than enough to get you over to the battery. Use the damaged pipes and walls in the area to break line of sight with the Ceph vehicles. Restore your energy, and zip over to another pipe. It's not hard to avoid detection here.

It requires another detour, but you can uncover two more pieces of CELL Intel in this area. Look for the burning chopper on the far left end of the field. A Datapad is inside, if you have time to get it. The other Intel is also on the left, but it isn't nearly as far away from the Gunships (it's closer to the center of the field). This Black Box is near a Ceph battery and a downed Gunship.

Jump into a sewer pipe that's built into the earth ahead; it's a good way to get up to the battery. Follow the sewer to a broken street, which leads back to the surface. Hack mines and kill any Ceph nearby when you get to the top. This attracts more patrollers, but there's plenty of cover to exploit. Ambush them, and then loot the area. A weapon pod across the broken street has a M.I.K.E. Try out this microwave gun to see what it can do.

To get to the battery, you need to pass two clusters of weaker Ceph, a Devastator, and a Sentry. Don't rush! Slip past the group under the cover of stealth, Hack their Sentry, and get to the battery without any more fighting.



RENDEZVOUS WITH PSYCHO

Now that all three aerial batteries are down, Psycho comes down to play. Go back into stealth and help him pick off the last few Ceph in the area. Once they're gone, he'll set the VTOL down close by. Power Jump over toward his position and get into the airship.

The next scene is a shooting sequence. You're in control of the VTOL's guns, but Psycho is the one doing the flying. Aim at the Ceph Gunships and kill as many of them as you can. You aren't limited by ammunition, so hold down the trigger as much as you like.

Always prioritize inbound Gunships. Anything flying toward your craft will shoot at your VTOL (and blow it out of the sky if you're unable to bring them down first). Ships that are flying away from you are secondary targets.



DESTROY THE MASTERMIND

The Mastermind has an exoskeleton that protects it from almost all damage. This thing is built like a fortress, and you can't afford to make any mistakes when fighting it.

Hide behind cover and enter your Nanosuit Customization Menu. Quickly switch to a more combative package. You won't need extreme stealth during this fight. Cloaking is useful, but it's only done in short bursts. Thus, you're better off hiding when you can and having Heavy Armor ready in case anything goes wrong. First Aid is a good asset too! Energy Upgrade, First Aid, and Heavy Armor are nice, reliable choices here.

Go into stealth and search the area for useful equipment. There are explosives, weapons, and even a Datapad in the far corner of the battlefield.

Use stealth to get behind the Mastermind, and then use JAWs or your R.E.X. Charges to attack its somewhat exposed flesh. These big hits stagger the Mastermind, so it can't counterattack while you quickly rush back to cover. Get your energy back, and repeat these cheap little assaults. They're slow, but extremely effective.



Once you do enough damage, the Mastermind picks you up and starts to pull you closer. Tap the button that shows up on your screen as quickly as possible to try and overwhelm the Mastermind's powers with Prophet's will.

The Mastermind survives the first clash of this type, and that's the halfway point of the battle. Rearm and

start making new hit-and-run attacks. The second time the Mastermind pulls you in will be its last! Tap the button again, and watch as the Ceph leader is destroyed.

Only lead the enemies if they're farther off. Shoot directly toward targets at close range, and increase your lead the farther away the enemy ship is flying.



Eventually, despite your best efforts, the VTOL takes some serious damage. Michael must put it down. You man the vehicle's AGL turret while Psycho tries to fix the damage.

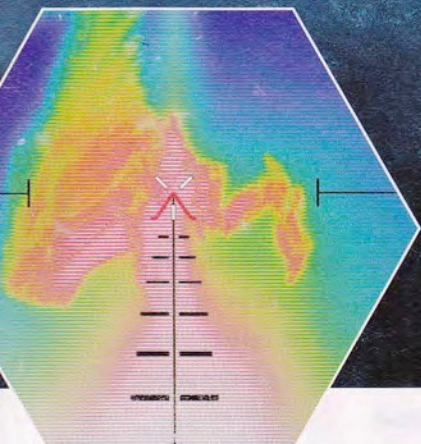
Turn on Armor Mode while you fight, and toggle it off between waves so that you can restore your energy.

There are plenty of Ceph to shoot at, but your ammo is plentiful. Go ahead and fire multiple grenades at each target to kill them quickly.



After several waves are defeated, Michael tries to take off. This doesn't go according to plan, and you're soon left on the ground with a very powerful enemy.

Kill the Mastermind and then walk toward the last objective of the mission to complete it.



CELL INTEL

- DATAPADS — 2
- PROPAGANDA POSTERS — 1
- BLACK BOXES — 4

You're trapped in a cave with little light. Luckily, there aren't any grues in here. The only weapon that you have is the Nova, a weak pistol. At least Novas have a Flashlight attachment, so you're able to see what you're doing as you start off.



There are multiple pieces of CELL Intel in this initial portion of the cave. One is almost directly in front of you. Scan for it with your Visor; that's still working (though it's the only suit function that is online currently).

Crawl forward along the narrow passage. A Propaganda Poster is on the floor, not much farther along. Stay low to the ground after scanning it, pass under a low overhang, and drop down to a subway car. That's where you get another piece of Intel. Move forward through the tunnel, and keep scanning with your Visor. When the path splits, take the route on the left to get a fourth Intel item.

At the end of the route, a rock bridge gives way and plunges you into dark water, far below. The strange path takes you through fire, water, and into even more tight passages. There aren't enemies here, so it's safe (whether it feels that way or not).

Eventually, you arrive in a much larger cavern. Strange bridges and unnatural rock formations dominate the area, and signs of the Ceph are abundant. You're still safe, but slow down a little.

Scan while moving forward. Look for a Nanosuit Upgrade Module. Nearby are crates of ammo, grenades, JAWs, and a weapon pod with a M.I.K.E. Get everything to start rebuilding your supplies. There's also a Datapad here. Get arrows from a final crate and take out your Predator. Now you're in decent shape for facing down any Ceph.



APPROACH THE CEPH MINDCARRIER DEVICE

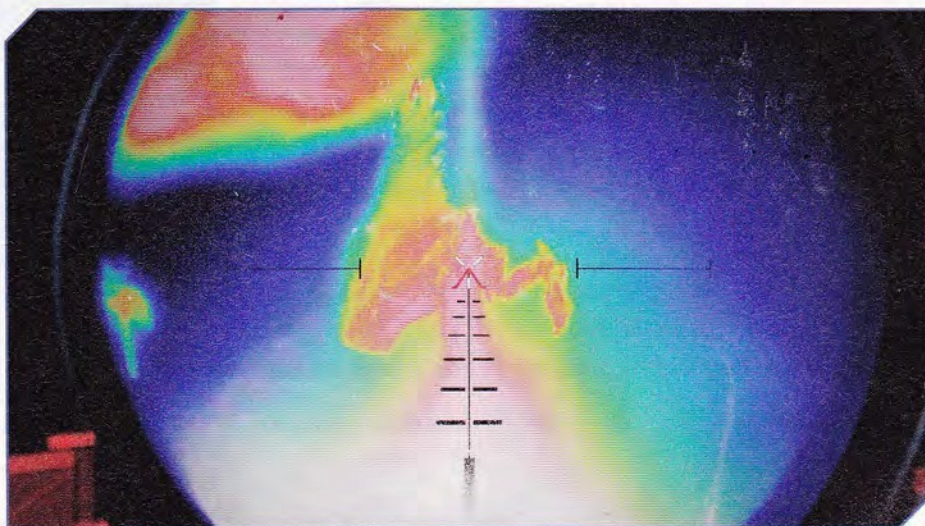
Enemy targets start showing up on your Visor scans. Tag them and come up with a plan of attack. Fire your Predator to kill distant targets, and back up if anything starts to get too close to you. Without Nanosuit energy you can't use armor, stealth, or power attacks of any type.

Proceed with even more caution than usual. You only have your health to rely on. Put First Aid into effect, to give yourself a little more time to survive when taking damage, then start sniping enemies on the way to the first Ceph Mindcarrier.

Use normal arrows for most of the targets, but switch to Electric-Charge Arrows to bring down the Sentry that looks out over the entire ledge.

Don't break cover until everything is dead. You can't take much damage yet, so treat yourself as gently as possible. Walk over to the Mindcarrier at the end of the ledge, and start drawing power off of that.

This triggers a long invulnerable period for you. Come partway back down the ledge and look for a discarded Reaper Cannon. Take it, and hose down the world. There are inbound Ceph from several directions, but the Reaper turns them into jelly. As long as the invulnerability lasts you have infinite ammo, so keep shooting.



USE TWO MORE MINDCARRIERS

A second Mindcarrier is the next objective. Armor Mode, Stealth Mode, and Nanovision are once again functional. Switch back to your stealth package and slip your cloak back on. Jump up a series of ledges and into the next cave. Scan for a piece of CELL Intel ahead and a resupply of arrows.



Locate the Origin of the CELL Locator Beacon

As you advance, two more Mindcarriers and a CELL Locator Beacon appear. Though you can handle these in any order, this walkthrough deals with the Locator Beacon first. It's not hard to get to, and you don't need to fight many Ceph until you're there.

Follow the beacon, using your Visor to get a good idea of where it is. Stealth over to that part of the cave. Activate the automated guns in the area so that they can start killing the Pinger nearby. Sensor Upgrade helps with this because it makes the automated guns incredibly fast to Hack.



The beacon is being emitted from a CELL ICV. Somehow the vehicle fell down here and is high-centered on the edge of a cliff. Use it against the Pinger or just let the automated guns do the work for you. Pick up a Datapad before leaving the area.



Sabotage the Cooling Structure

For a little more exploration and fun, go after the other secondary objective that appeared in the cave. This marker leads toward a lower ledge. A console there turns off the Sentries throughout the cave, making it easier to get through the place without being perforated by their long-range attacks.

Sprint down the waterway that leads from the ICV's area toward the other secondary objective. Only turn on Stealth when the enemies see you and start firing. Duck behind cover and continue all the way to the bottom.



Don't take the ledge that leads up toward the Sentry. The small walkway you want is below that, and it's hard to see. Look over the edge and walk carefully down to that walkway. Interact with the console, and then you're free to leave.

With both of those optional duties done, you should pursue the Mindcarriers. Go after the closer one first. It's so close that you can stealth your way to it without any fighting. To do that, go back the way you came and hop up the small ledges. Cloak before you reach the summit, and then quickly move through the last couple of defenders to reach the Mindcarrier. As soon as you touch it, invulnerability protects you.



Look for an X-PAC Mortar a few feet away from the Mindcarrier, and use it to blow a path halfway to the third Mindcarrier. Be certain to target Devastators first while you're fighting, as they're the most dangerous enemies to leave alive. By the time invulnerability fades you should have most of the enemies killed.

Walk along the lower route toward the Mindcarrier, but climb a shallow hill once you're about 70 meters away. Get to the summit, turn around, and finish approaching the last Mindcarrier. Use stealth to avoid detection, and skirt around the minefield ahead.



FIND A WAY TO THE CEPH WORMHOLE AND DESTROY IT

Jump over the Mindcarrier's ledge and look for a long bridge that leads toward the final objective. You must swing wide, to the right, to get onto that bridge. Once you're there, sprint to stay ahead of any pursuing Ceph, and make your way to the objective.

DESTROY THE ALPHA CEPH

The Alpha Ceph rises to defend the wormhole. It uncoils from a humongous drilling rig. This is the time to fight.

THE ALPHA CEPH



The Alpha Ceph flies above your position on the drilling rig. There are quite a few resources at many points on the circle, so it's important to focus on what you need the most.

Use your Visor while staying mobile (so that the Alpha Ceph doesn't kill you while you're exploring). Find a Reaper Cannon as soon as you can, and then look for a Ceph battery. This combination is a battle-winning union of survivability and damage. It's all that you need to win, though we'll give you a few other tricks along the way.

One such perk is to use Sensor Upgrade in your first Nanosuit Upgrade slot. That lets you automatically Hack the deployed turrets on the rig. These are spaced out, but you're never too far away from one. Always activate these as you pass them, and let the guns help you shoot the Alpha Ceph and his minions that arrive throughout the engagement. It's a big boost to your firepower without much risk or time lost.





There are two ICVs in the area as well. Their treads are damaged, so they can't move. Also, the vehicles have run out of missiles. So, you can only fire their cannons. Use these for temporary shelter from enemy attacks or to get a quick boost of damage from the cannons. Don't stay for too long though; when the ICVs eventually blow up they'll take you with them, and that's not so good.

When it comes to attacks, the master alien has three direct ways to kill you. His deadliest attack is a drill smash; the Ceph's three arms pull in tight and start to rotate. The alien looks like a gigantic drill. Should he try to drill right through your entire body, run!

Sprint directly away from the Alpha Ceph. Don't try to hide. It won't help. Just move quickly and don't stop. Glance back when you think the attack has missed. If the big guy is still spinning his drill, keep moving.

The next attack is kind of a Pinch Rifle shot. One of the arms lights up with a blue glow. Energy blasts down from the arm periodically and can fry you if you aren't isn't kept behind cover (and lacks immunity to damage). If you absorb energy from Ceph batteries, this attack has no threat whatsoever. Otherwise, move to cover and keep looking for those batteries.





A red glow means that the Alpha Ceph is about to EMP the area. That saps your energy. Take shelter, find a new battery if you can, but don't stay anywhere that's exposed. It's too easy to get picked off by any of the Alpha Ceph's buddies after the pulse goes off.

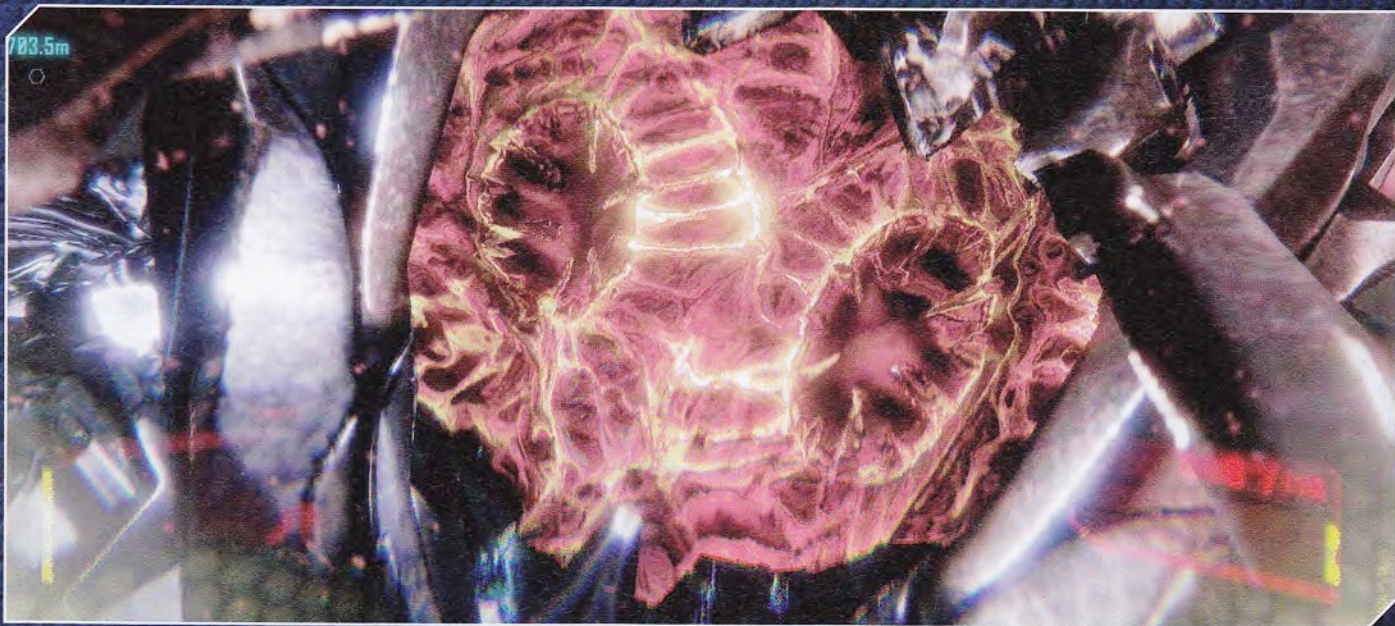
So, you need to get heavy weapons (like the Reaper Cannon or some JAWs) and start killing the Alpha Ceph's arms. Shoot the head with normal attacks from the Reaper Cannon or something more generic while you're waiting for an opportunity. When the arms extend farther out, you see energy flowing through the joints that connect the arm with the main body. If your Visor is ever up, you'll see that these are weak points on the Alpha Ceph.

Shoot at those joints with JAWs, the Reaper Cannon, or anything else that's high damage and impressive. This destroys the arms in fairly short order.

Three times throughout the fight, you do enough damage with this to tick the Alpha Ceph off even more than usual. It picks you up (much like the Mastermind did) and pulls you close. Spam the button onscreen to fight off the Alpha Ceph's mind control, and watch Prophet attack the creature in return.

In between these phases, Reavers and occasional Devastators arrive to support their master. Ceph batteries are always important in this fight, but they're even more useful when you have a Devastator closing in. Get a burst of immunity to damage and go after the teams of Ceph aggressively. That gives you a chance to kill the enemies before the Alpha Ceph recovers from its damage. You don't want to face the boss and his troops at the same time.

If you can't find a battery that you haven't used yet, remember to loot the Devastator for additional weapons.



Once the Alpha Ceph has been defeated, you're treated to a series of scenes with only limited control. See what part you still have to play at the end of this Crysis!



POST-HUMAN



CELL INTEL

DATAPADS	7
PROPAGANDA POSTERS	0
BLACK BOXES	2



When you start a new campaign, the game asks if you want to play through a tutorial. If you're a new player, this is a good way to familiarize yourself with the controls and basic systems of *Crysis 3*. There aren't any ways to lose in the tutorial, and there isn't any content to miss either. So, we'll start our walkthrough after the tutorial ends and the real action begins.



Rebels have found an area outside of the Liberty Dome where Prophet is being kept in a locked-down containment area. They manage to break in and free him, and that's when you gain control of the Nanosuit.

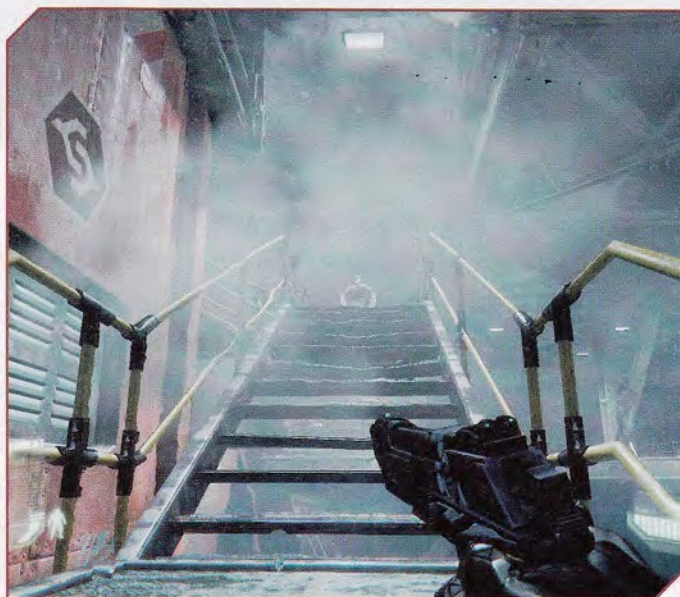


Look around the area. You have access to Armor Mode, Stealth Mode, the Visor, and Nanovision. Weapon and Nanosuit Customization are offline (for now), and you only have a pistol at your disposal. That's okay, but you'll be looking for more firepower as soon as possible.

Move toward the gangway ahead, and follow your old ally, Michael "Psycho" Sykes, as he descends. Turn on your Visor briefly and scan the area ahead. It doesn't look like there are any hostiles nearby, but there is a small blue icon below, by some shipping containers. Approach the icon, drop your Visor, and interact with the item. It's the first Datapad. Pick it up before moving on.



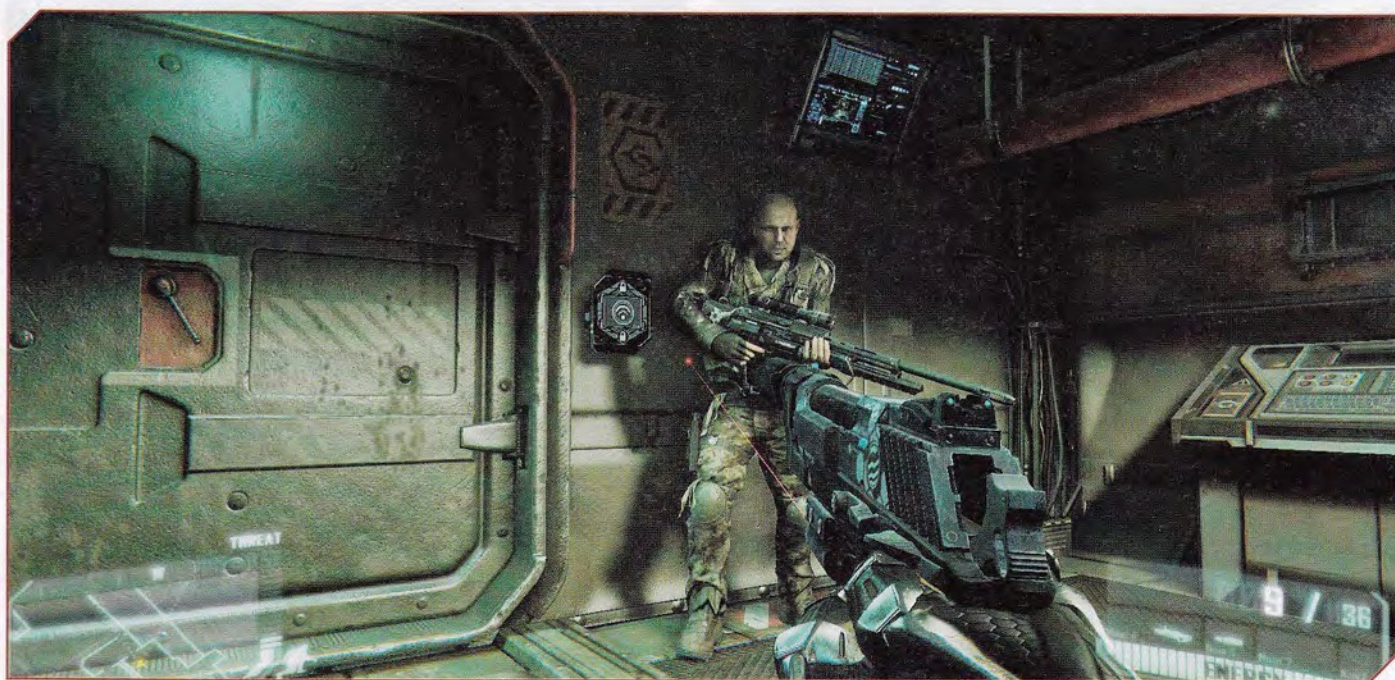
There isn't anything else out here to collect right now, so sprint after Psycho. Follow him to a large CELL structure across the way. Listen to him while you move, and stay alert. Follow Michael up a few levels on the outside of the building and into a small control room up top.



BREACH THE CELL STAGING AREA AND ENTER THE LIBERTY DOME

Stop for a moment once you get inside. Michael asks you to take a look at your weapon. This unlocks the Weapon Customization Menu. Use it to examine the Hammer II. This basic sidearm has decent stopping power, but it's only effective for fairly short-range engagements.

Put a Silencer and a Rifle Laser Sight on the gun, just to make Psycho happy. These two attachments assist in aiming at your targets and taking them down without attracting unwanted attention. That won't be a concern for long. Once you're done, Psycho opens the door into the next room.



TAGGING YOUR ENEMIES

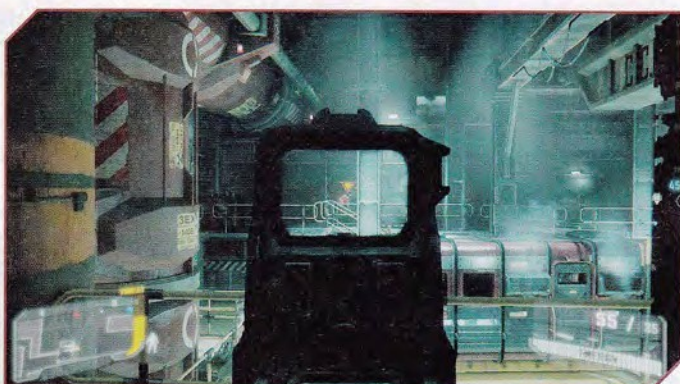
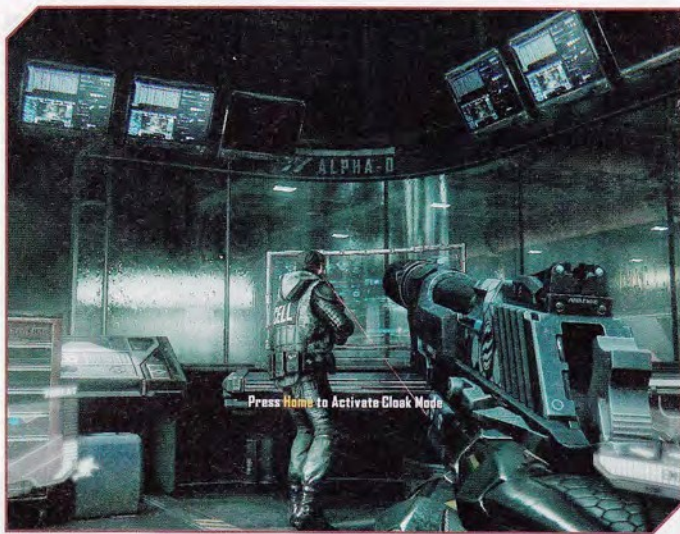
Use your Visor to scan the next room. Even through the walls you're able to detect multiple enemies in the vicinity. They show up as white triangles. Hover your cursor over each of them for a moment, and wait for the triangle to change color. It's now blue with a red border around it. The red border means that you're dealing with an enemy. The blue interior signifies that the enemy doesn't know you're nearby.



After tagging everyone in the next room, crouch and sneak into the chamber. Look at the guard in front of you and aim at the back of his head. Steal the guy's Feline when he drops to the ground. The Feline becomes your main gun until you find a SCAR. Equip it, look at the weapon's stats in the Weapon Customization Menu, and get ready to use it.

With that done, use the door on the guard's right side. Take cover at the top of the walkway and start shooting the CELL troops inside the room. Turn on Armor Mode to absorb their return fire, and have fun cleaning up the mess afterward.

Search for a Marshall shotgun to replace your Hammer II if you'd like a secondary weapon that's a little more visceral. Though the Marshall isn't a good weapon for extended engagements, it's still a good choice if you're sprinting through corridors and ambushing people around corners. It takes down single targets easily.



Make sure that everyone is dead before leaving cover. Turn on your Visor and look for new targets ahead. Once you're clear, use the exit on the other side of the room. Stairs near that position lead up to a control room. Search for a Datapad on top of a console.

Look for a blue marker on the mini-map and go toward that. There's a door there with a panel on its right side. Interact with the panel to open the door and let Psycho into the chamber. Follow him to the next area. He gives you the Predator Bow before you get to the second set of CELL guards. Take a look at the weapon, but also scan the room. There's another Datapad in the far corner.



Go down the steps with Psycho and turn on your Visor. Tag all the CELL troops in the next room. There are at least eight of them walking around.



After everyone's tagged, turn on Armor Mode again. Try out your bow to see its offensive power. Though often preferred by players using Stealth Mode (due to its mobility and lack of noise), the Predator is also a great killing tool. It's accurate, fun to use, and deals heavy damage. For light

enemies like this, set the bow to a Light Draw Weight. For heavier enemies in the late game, switch the bow's customization to a heavier Draw Weight.

Hide behind the boxes nearby, and use them for cover while taking out the guards here. Headshots get you the fastest kills, but Predator hits anywhere on the body should kill these poor soldiers.

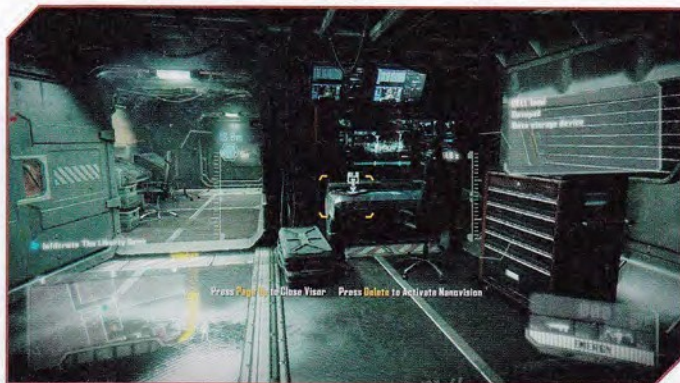
FIGHTING DIRTY

If enemies are mobile and you're having trouble getting headshots, try the following trick. Shoot the enemy in the center of mass. This almost never kills them unless you're using a heavy weapon. However, the impact causes most people to stumble. That breaks their momentum, slowing them down long enough to get a clean shot against them. Take it!



When you're ready to move on, use the stairs on the other side of the room to get to an upper level. Go through the door up top and then search the next room for a Datapad. It's on another console, not far from where Michael is standing.

Psycho shuts the door behind you when you approach him, so grab the Datapad before you move forward. Go through the next door and outside once again. Things are heating up down on the docks. The other rebels are having some trouble, but you're about to get a little payback for them.

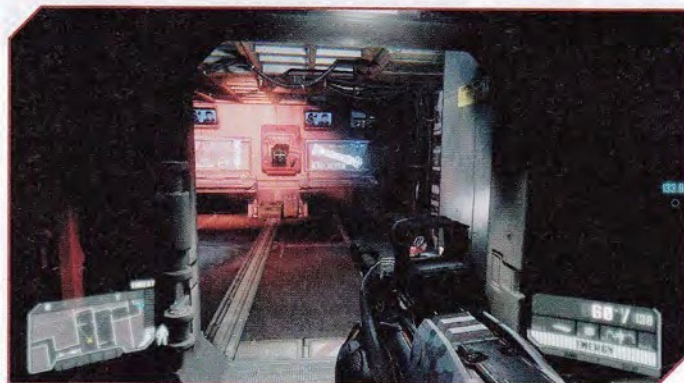
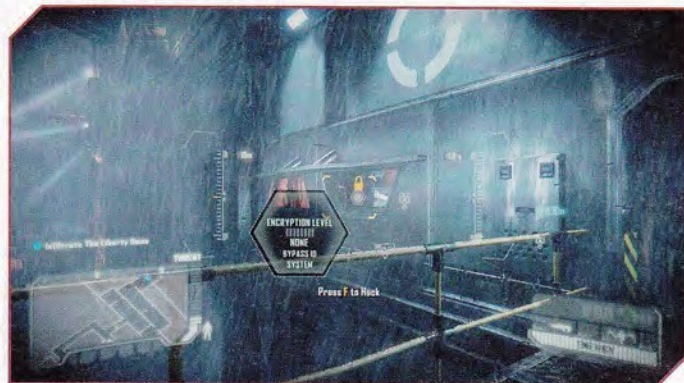


Follow Michael along the catwalk, but turn on your Visor again. The door ahead is locked, and there's no way to open it from your side. However, a window to the left reveals a security console. With your Visor on, follow the prompt to initiate a security Hack. This allows you to override the system and open the door.

Hacking this doesn't take long, and it's not very hard. You only need to click your button when the moving balls are contained by the brackets. Some Hacking targets have several more nodes and move faster; these are much harder to defeat. Time your clicks carefully just to get some good practice.

Go into the next hallway, but search the computer room that you Hacked a moment ago. There's a Datapad in there.

Turn around and follow Psycho down some stairs and along the next hallway. He takes you to a room with another computer system. The door behind you closes while he starts to search on the computer. Guards bang on the door, but they won't be able to get in.



Look around the room for an ammo crate (which you probably don't need) and a Datapad!



Once Psycho has finished his search, he opens the far doorway, going back into the rain. As he climbs up to a walkway overhead, you should start surveying the bridge ahead. There are plenty of guards on the bridge, and they have aerial support.

A chopper gets called in as soon as you start the attack.

This is one time when discretion is the better part of valor.

Turn on Stealth Mode while you get close to

the bridge, and look at the lower route across before you do anything drastic.

Kill the three guards there with a silenced weapon (or Predator Bow), then switch to Armor Mode once the chopper is dispatched. Use the cover on the lower bridge walkway to avoid the aircraft's line of sight. Pop up when you need to gun down the guards on the upper walkway, and proceed toward the far end of the bridge.

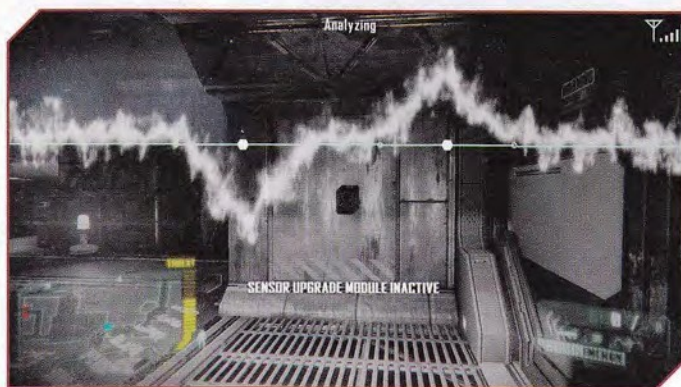
Three more soldiers are near the far doorway. Hit them at long range, and keep using cover any time your energy gets low. After these men are down, wait for your

energy to return. Switch to Stealth Mode, and cross the somewhat open area leading up to the door. The chopper can't see through your cloak, so it is pretty safe.



Some of these men were carrying SCARs. They're good assault rifles, and you'd do well to pick one up on the way past. Use your Visor to scan for the SCARs from range so that you don't need to stay in the open for any more time than necessary.

Once you're near the doors, Hack the computer nearby and go inside. Continue moving forward until you reach a decontamination chamber. Let the scan finish its work, and exit from the far side of the room.



Not far ahead you stumble into a room with a weapon crate with two K-Volts. If you haven't fallen in love with the Marshall, grab a K-Volt to replace it. The SCAR and K-Volt aren't a match made in heaven, but they're serviceable.

After getting them, turn around and look for the large doors at the end of the hall. Use the panel on the right side of the doors to open that route and slowly walk forward; a reactor room is on the other side.

Hide under the windows to that room and use your Visor to look over the area. CBRN units and Troopers are here. The Troopers have assault rifles and grenades, but it's primarily the abundance of targets that makes the room dangerous. Turn on Armor Mode before sticking your head out there.



After tagging everyone, enter the main room. Use melee blows to kill the nearby soldier, and then hide down behind the half walls for extra cover. Start popping heads as the enemies react to your incursion, and be ready to shift positions if any Troopers throw grenades at you.

After the engagement, search the hallway that leads farther down from the room's entrance. Search a side chamber at the end of the route for a Datapad and an ammo crate. Cross the bridge that overlooks the reactors below, and head toward your objective marker.

Avoiding Grenades

Fragmentation and EMP Grenades are both used by CELL units in and around the Liberty Dome. Your Nanosuit detects when one of these objects is thrown; it gives you a blinking visual cue. That's your sign to sprint away (once Armor Mode is activated). Race to new cover and resume the fight as soon as you can.

Leave the reactor room and search the robotic labs ahead for another Datapad. This one is in the lab that's farther down from the reactor. Both routes meet again in the next hallway, and that one overlooks another large chamber. This one is also filled with guards.

Get ammo and grenades from the containers at the end of the hall, and enter the room when you're ready. Cover is abundant on your side of the room. You can stand in the hallway and shoot from there, or you can move forward and stay behind cover. The only thing to really avoid is a fast charge to the center of the room. There are too many CELL units to fight, and you can easily be overwhelmed.

If the enemies start to converge on your position, switch to your grenades and try them out against the throng. The explosion can't summon anyone that you haven't already alerted with your firefight, so have fun.

When the room is clear, walk to the other side and proceed toward your objective. After another hallway, you reach a door with two CELL guards and a deployed Sentinel on the other side. Sentinels become a major thorn in your side if you aren't careful about them.



AUTOMATED FIREPOWER

Sentinels are automated guns with tremendous range, accuracy, and damage potential. They'll spot you quickly and lay waste to your Nanosuit in short order if you give them even an inch to work with.

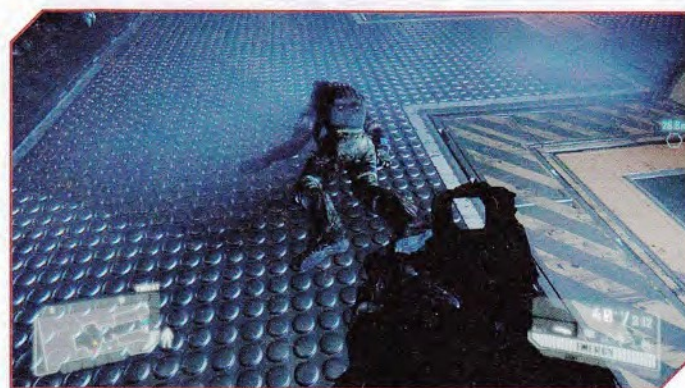
There are several ways to defeat Sentinels. Electrical weapons and damage take them out quickly (the K-Volt is an example of this, though your bow gets electrical arrows too). An even better technique is to Hack Sentinels and turn them against their users. When you spot a Sentinel while using your Visor, go into Stealth Mode. Approach the device quietly until the Hack prompt appears on your screen. Stay cloaked while Hacking to avoid being discovered, and watch the gun spring to life when you finish your work.



Hacked Sentinels periodically shut down and need to be rebooted with a quick Hack. Even when this happens you won't have to worry about the Sentinel turning against you. Once they're Hacked, they're harmless to you.

If you don't like Hacking, switch to a K-Volt and kill the guards and their Sentinel. It's messy but effective enough. Another method is to lob a grenade between soldiers for an easy victory. Cook the grenade for three or four seconds before throwing it so the soldiers won't have any time to react.

Next, use the panel to the left of the next door. Go through there and search the next room for a Datapad. It's on the body of a CELL guard who was killed by Psycho just a moment ago. Reunite with Michael and follow him to the elevator. You two have made it into the Liberty Dome.



WELCOME TO THE JUNGLE

CELL INTEL

- DATAPADS — 3
- PROPAGANDA POSTERS — 1
- BLACK BOXES — 2

The elevator takes you and Psycho all the way down to street level, in the ruins of New York. Before you leave the complex, there are a few important things to do. Turn on your Visor and look through the area ahead. There is a new icon that's showing up, and this is a good one to find. Your suit is detecting upgrade modules. These kits let you purchase upgrades for your Nanosuit.



BREAK INTO THE HIGH LINE



Getting this set of four modules unlocks your Nanosuit Customization Menu. Open that now and look at the available choices. Select modules that will work well together. Don't purchase multiple upgrades from the same column. You can only have one active upgrade per column (the ones that are slotted into the orange squares along the bottom of the page). Try to diversify and get upgrades from as many columns as you can afford.

As initial purchases, think about Weapon Handling and Reflex Boost, and then start saving points for

Heavy Armor. Weapon Handling lets you snipe targets with much greater precision. It's a great tool for marksmen. Reflex Boost is a general combat upgrade. It lets you switch between weapons, aim, and reload much faster than normal.

Heavy Armor takes a while to purchase. But once acquired, it turns Armor Mode into an even heavier, unstoppable force. You'll pretty much be a tank, able to withstand CELL or Ceph punishment.

After customizing your suit, follow Psycho to the exit and move into the old New York streets. Michael leads you through the ruins for a short distance and warns you about a minefield ahead. Turn your Visor on again.

Mines Detected

If you see a red skull on your Visor, it means that a minefield is close. You can Hack these, but shooting them works just as well. If you're crazy, you can even turn on Armor Mode and run through mines, just for a laugh.



After passing the minefield, you and Michael continue through the deserted area. You pass some damaged Ceph equipment, but nothing is active. It's all just a remnant of the past.

Follow Michael to an old gate, which leads up a series of rusty stairs. Interact with the gate to break it open, and walk to the top of the area. Once Psycho gets to the top, he explains what needs to be done next.



The field ahead is extremely well protected. Three CELL missile launchers are high above. They have advanced laser targeting systems and a heavy complement of missiles. You don't have any weapons to take them out from here. Michael won't be able to make it across the area without your help.

LOOK FOR A WEAPON

Psycho wants you to find a weapon that can kill the missile turrets. Not a problem!

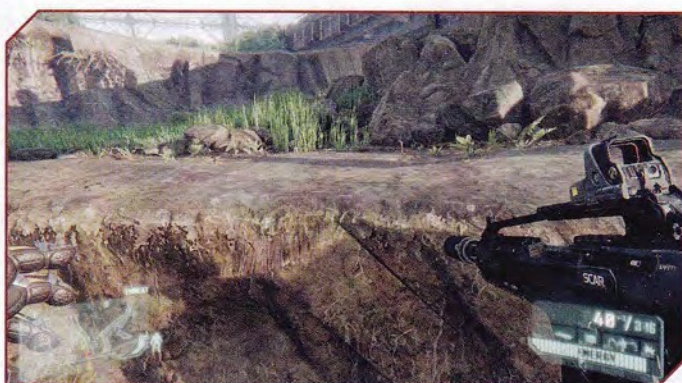
Turn on Armor Mode and sprint across the field. The missiles don't do that much damage, so your energy won't deplete quickly. If you get into trouble, find a large rock or train car and hide behind that while getting your energy back. Doing things this way is much faster than using stealth.

Run out to check the blue objectives that Psycho marks on your mini-map. They won't have anything you need, but it's a process of elimination. After you exhaust three of the four potential spots, a new objective appears. That's where a nice gun is waiting for you.

Head toward that spot. The turrets fall silent about this time; they've run out of ammunition and need to be resupplied before starting a new barrage. Take the opportunity to pick up the Ceph Bolt Sniper that's sitting out in the open.

Aim toward the turrets and use the Bolt Sniper to obliterate all three of them. Put it down when you're done.

Before following the next objective marker, search around the back-right side of the field. There's a remote Datapad there, and it's easy to miss.



FIND A WAY UP TO PSYCHO'S POSITION

The path leads left, away from the Bolt Sniper's area. Keep your Visor up so you don't walk directly into a minefield. It's a big one, but a running Power Jump and Armor Mode can get you past it without wasting time. If you need any arrows, loot the crate that's coming up.

Continue through the ruined subway trains and fields. As you pass the next checkpoint, a helicopter comes into the area. Those guys were probably called in when the turrets saw you traipsing across the field without a care in the world.

Take out the Predator Bow and customize it with Electric-Charge Arrows. These work well when your targets are standing in water. Try them out on the troops in the marsh, and then switch to your primary weapon after the first few shots with the bow. Back up for extra cover if your energy runs low. Kill the whole group and climb the hill on the other side of the marsh.



It's about this time when Psycho says that there's a CELL Locator Beam in your area.



Locate the Origin of the CELL Locator Beam

Break off of the beaten path and move toward the secondary objective marker. It shows up on your map (and in Visor Mode). Walk in that direction and tag the two CELL units that are present in the area. They're distracted because they're trying to get a CELL weapon's drop to open. Take them out, and see what they were looking at.

Harvest a Datapad from the area and Hack the weapon pod. Inside the pod is an Upgrade Module! That's quite a nice prize for a simple task. Grab it and return to the main path.



Hone in on Psycho's location; it's your main objective for now. There aren't any more CELL troops in your way, so it's safe to sprint all the way there. After talking

to Michael for a moment, put on Armor Mode and jump down into the subway tunnels in the nearby building.



REACH THE NORTH RAILYARD

Walk with Michael through the old subway tunnels. There are CELL units not too far away, but they can't see or hear you yet. A side room, partway down the line, has more arrows if you need a resupply.



After a short while, Michael climbs up to take his own route. Break off from him and use the tunnel on the left to advance.

Approach the next open area. There are roughly eight hostile targets in there, primarily Recon units and Troopers. They have a Sentinel deployed to provide fire support.

Take out a few of the soldiers from the safe cover where you enter the room, and use your Predator to overload the Sentinel (using another Electric-Charge Arrow).

After clearing the ground floor, climb the stairs on the far side of the room and kill the guards up top. Advance with Armor Mode on, because they'll be ready for you.



Use a running Power Jump to leap across the broken tracks, and reunite with Michael on the other side. Michael goes into the next room, and you two

discover the remains of a CELL group. Search them for intelligence.

Get anything you need from the rest of the room; there are a few of

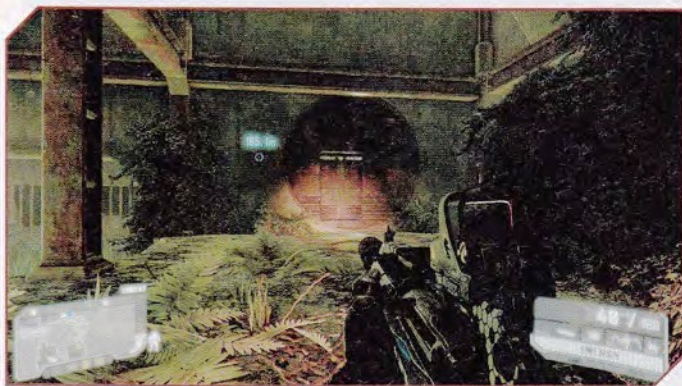


discarded weapons and an ammo crate. Then, go toward the far doorway and interact with it to go through. You must find out what killed those soldiers.

Get yourself to full energy, turn on Armor Mode, and head into the grass with an automatic or high-damage weapon equipped. This draws out two Stalkers. Aim for their heads; they take more damage when you shoot them there. Stalkers try to knock people down, but Armor Mode prevents this from working. The Stalkers won't have a chance against you.

Once both Stalkers are dead, Prophet contacts Michael and you're allowed to open the far doorway. Do this, and move out.

There are laser tripwires in the next tunnel.



Laser Tripwires

Laser Tripwires are always attached to explosives. You have several options for defeating or circumventing these traps.

Jumping over ground-based tripwires is fast and won't cause any problems unless you screw up the jump. The downside of this technique is that it's risky.

Shooting the explosives at the end of the tripwire can be fast and is safe when done at range, but it causes a huge amount of noise. It's a crude solution.

Hacking the tripwires takes the most time, but it's elegant and has absolutely no risk to you.



Disable the three devices and walk forward until the tunnel splits. The left tunnel has a K-Volt and a special ammunition crate. Special ammo is often very powerful. Take a look at your primary and secondary weapons to see if either of them have additional ammunition options. If so, remember to use those during intense fights to get an edge against your enemies.

IT'S ALWAYS THE RIGHT TIME FOR EXTRA FIREPOWER

It makes no sense to hoard special ammo. There are always more guns and more crates of ammo in the future. It's better to get use out of special ammo rather than save it for a time that never comes!

Take the tunnel to the right. There are three more tripwires, but they're very low to the ground. Jump over them for expedience. Kick open the door at the end of the hall when you're through.



You're now approaching another open chamber. A large group of Cell Recon, Troopers, and Enforcers is holding the territory. Enforcers have impressive close-range damage, the Troopers have their assault rifles and grenades, and the Recon guys are the same fast-but-mild threat that they always are. You're looking at over a dozen guys and multiple Sentinels as well.

Use your best ranged weapon to kill the soldier on this level, and watch your back. Another guard from the lower floor often comes up when he hears the noise, and you don't want to get outflanked. Wait for that guy, kill him, and then start to blast people in the main room.



Kill soldiers at long range, maintain Armor Mode, and back onto the side stairs if you need more cover. Once the numbers start to die down, switch to your Predator to kill the Sentinels above. They harass you for a long time if you don't take them out before entering the open platforms.

Don't neglect your grenades. The soldiers out on the platforms pour forward when you start your attack. They try to hide behind cover on the ramps or around the trains. When they do, give them the gift of fragmentation. It's better to do this right before you hide to regain energy. By the time you're topped off, the grenade will have blown up and you can see who's still alive.

Give the area a good, long search after the firefight ends. A dead CELL soldier on the lower floor has a Datapad. His body is next to a special ammunition crate, so it's good to go over there anyway.



There is another room under the far end of the platform. It has a hidden Datapad. Scan for it with your Visor so you know where you're heading, and then drop down under the platform. Crawl inside the recessed area to get your intelligence.



The whole area is a treasure trove of weapons and ammo. There is a shotgun here that you're more likely to enjoy. Alpha Jackals are considerably better than Marshalls. If close-quarters combat is your thing, you might fall in love with these new shotguns. Try one out!

Also, scan the area for different types of weapons. If you haven't unlocked many new attachments, this is a good time to find weapon variants with a few new toys.

When it's time to leave, use the stairs all the way on the other side of the rail platform to get to the second floor. A few reinforcements arrive when you get up there, but they're fairly exposed on the walkways. Shoot them with your best long-range weapon and move on.

Use the zipline that's marked on your map; it's a fun ride over the platform. Stop and get your bearings when you land. There's a Mk. 60 in the room, and your next objective is just ahead. But, there's something awesome right behind you.



FIND PSYCHO

Turn around and scan with your Visor. There's a Nanosuit Upgrade Module inside an old subway train. Get it before moving forward. It's time to buy Heavy Armor. Slot all your upgrades in the orange boxes, and stop to feel a little sorry for your enemies. They're going to have a miserable time trying to kill you now.

Take the Mk. 60 before you leave. It's not the most accurate gun, but it turns Ceph into quivering paste. You won't regret keeping this one. There are legions of Stalkers coming up, and they're good at getting into close range with you. The Mk. 60 won't let them last very long.

With the Mk. 60 in hand, step out onto the ledge that overlooks the field. There are Stalkers all over the place as well as tall grass. Something out there is messing with your Visor. It's a daunting location, so stand still for a second and take it all in. This is perfectly doable once you know what to expect.

Diagonally across from your position is the jamming tower that is screwing up your Visor. Bringing that tower's signal down is a secondary goal, and it makes your work here much easier.



Disable the Nanosuit Jammer and Restore Radar Functionality

Get a good visual fix on the tower's location before you hop down into the grass. It's very hard to see once you're at ground level, and the Stalkers make it difficult to move in a straight line.

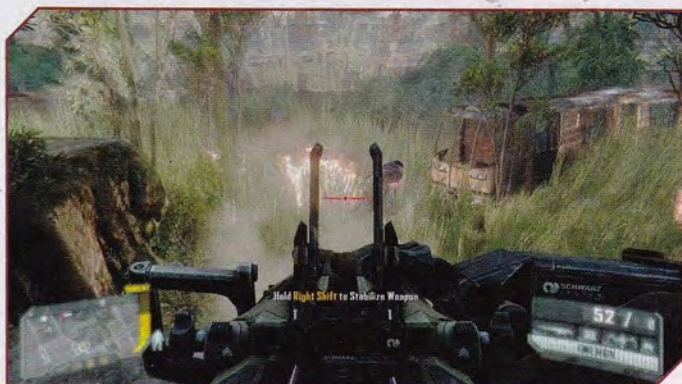
Jump down from the ledge while facing the jamming tower. As soon as you touch dirt, beeline toward the tower. Power Jump over anything that gets in your way, and then turn on Armor Mode as soon as you reach your goal.

Use the Mk. 60 to fend off a couple of Stalkers, and then interact with the panel on the jammer to deactivate it. Now you can see where Michael has holed up. Make your way over there, using Armor Mode any time you hear the Stalkers approach. They always make more noise before their attacks, so that's your best warning system.

Sprint and Power Jump back across the field toward Psycho. He has an AGL emplacement all to himself. Don't touch it yet. Instead, Hack the CELL weapon pod behind the emplacement. That has an L-TAG, if you'd like to pick up a grenade launcher. There are also crates there for ammo and grenades (loot both of them).

You're almost ready. Hack the Sentinel turret near the emplacement, and then man the AGL. Psycho goes to call for support from headquarters, and you're left to man the barricade by yourself. The Stalkers are coming!





Use the AGL to blow up anything that moves. The Sentinel helps for a little while, but it deactivates eventually. Don't leave your position to start it back up; it's too easy to get outflanked before you're done.

- > Zoom while aiming the AGL for increased accuracy
- > One shot is enough to kill a Stalker; don't waste ammo
- > Toggle Armor Mode off when it's not needed so that your energy stays high



Use Armor Mode if any of the Stalkers get up toward you, and then shoot the ground near them to score the kill. It's messy but effective. There are also large barrels of volatile liquids stored here. Shoot at those when the Stalkers get close to them; that's worth a couple of easy victories as well.

Eventually, Michael finishes his conversation with HQ, and he gets ready to move on. Leave the AGL and follow him.

FOLLOW PSYCHO

Michael takes you toward a possible exit from the field, but it's blocked. He comes up with another plan, and it's a doosey. Stay on the rails and go toward an abandoned fuel car up the hill. Interact with the rear of the car to get it moving and then watch what happens.





CELL INTEL

DATAPADS	4
PROPAGANDA POSTERS	1
BLACK BOXES	3

Prophet and Michael meet with the rebel leadership, and you're given the briefing for the next stage of the mission. The next attack is against a dam that is providing backup power for the primary reactor that CELL relies on for its financial and political dominance of the world. You're going to take the whole thing down.

After the meeting, go with Michael. Get some arrows and ammo from your starting location, and follow your friend through the ruined building. Jump to a higher ledge at the end of the corridor, and then crawl through a broken wall not much farther down.

Psycho explains more about the mission and the reason you're doing all this. He takes you past another weapons cache (with R.E.X. Charges and more ammo). Then he opens an elevator shaft for you. Turn on Armor Mode and hop in.

INFILTRATE THE DAM CONTROL TOWERS



You soon end up at the bottom of the shaft. Climb out of the water and use your Visor while leaving the building. A team of CELL soldiers is arriving outside, and you want to tag them as soon as possible.

Quite a few soldiers are farther back in the region, and starting an open battle would cause reinforcements to trickle in slowly but surely. Your task is to fight these guys and push forward through the fresh troops as they arrive. Your improved Heavy Armor will help with this!

Ambush the initial group with Airburst Frag Arrows. They stand close together while talking, and a good explosion is likely to kill several of them. Fire a couple of these arrows. Then switch to something more conventional to pick off the remaining CELL troops before coming down from the upper ledge.

Unless you're very quick, the battle triggers the alarm (and the reinforcements). You can hold your ground and wait for them from that somewhat-safe ledge, but it's not especially useful. As soon as you kill the incoming guards, a few more will be dispatched. So, push forward with Armor Mode on. Don't stay out in the open for any more time than necessary.

Rush to the apartment buildings ahead and use them to limit the enemies' line of sight. A few new weapons are being deployed in this zone. One of the soldiers at ground level has a Typhoon. These guns have terrifying damage potential. When you tag a soldier that's carrying one, be certain to kill the guy before he gets a chance to respond. Steal his Typhoon for your own use, and have fun with it.



Higher up, there's a weapon cache with a DSG-1 (a tried and true sniper rifle). Climb up a damaged apartment building if you'd like to grab it.

Things get even harder when you break into the open water after the apartment buildings. The front door of the base is ahead and on the left. A fortified area is on the right, with a sniper, a .50 HMG gunner, and some wandering troops.

Kill the patrollers, gunner, and sniper before moving in on the main base. Those guards are extremely dangerous if left alive. Snipe them from the apartment area, using the buildings for cover if you need to back off and regain energy.

More soldiers are by the base's main gate (on the far left). As before, turn on Armor Mode and hit them from range. You have a major advantage there because of your armor. If the soldiers start to move in on your position, switch to your best close-range weapon and counter them with that.

Use an Electric-Charge Arrow to destroy the Sentinel deployed in front of the base. Make sure that the Sentinel is down and the HMG gunner behind it dies before you try to get close.

Walk into the building and Hack the pod inside the first hallway. A Nanosuit Upgrade Module is in there.

Get into the elevator at the end of the hall and use the panel on the side of the car to activate the lift. Engage Armor Mode is before it reaches the top. Two guards are watching the doors. Kill them without leaving the elevator. Then, either Hack the mines in front of your position or walk right over them and let your armor take the hit.



SHUT DOWN THE GENERATORS

Search the tower. There's plenty of ammo to go around before you step onto the dam walkway.

Hack the panel near the exit to disable its laser field, and start tagging enemies on the walkway. You're coming into the area from one of two towers. The other one is where players that take the side route into the base end up. Neither approach is specifically better, but the route you've taken is more aggressive!



Long-range weapons kill the targets on the bridge quite well. You won't need to risk yourself very much. Stay near the tower, pick off enemies, and retreat if anyone throws grenades toward you. Use the Predator to take out the Sentinel at mid-bridge. Then you're pretty much clear to attack either of the buildings to the side.

Both of the buildings are protected by lasers at their main entrances. Hack those to get in, loot the top areas, and then head down the stairs at the back. Search the lower floors well before activating the generators. You find computers that are Hackable (they turn the dam's aerial defenses against any CELL choppers that arrive).



Also, a Nanosuit Upgrade Module is in one of the buildings (it's the south tower). A CELL Datapad is there too, but it's in the upper hallway.



Assault the second tower just like the first. If you've already cleared the dam's walkway, there won't be too much trouble. An assault team arrives to slow you down, but they don't have the numbers to pose as much of a threat as the initial defenders on the dam.

Meet them head on as you get back to the walkway. Kill the four troops and run over to the other tower. Get inside, walk down to the bottom level, and shut down the generator. Several CELL soldiers come into the building while you're doing this. Be ready for them on the way back up.

PLACE C4 ON THE WEAKENED DAM STRUCTURE



Jump up the damaged walkway to get back to where you were, and slice through the new guards. Once you're outside, look for the new objective. It's in between the two buildings, beneath the main walkway of the dam. Swim down there and plant an explosive before you're discovered by the enemies that are flying around.

An impressive scene follows.

PENETRATE THE CELL SYSTEM-X HARVESTING FACILITY AND SHUT IT DOWN

You're submerged in a shallow river that flows through the heart of the city. Follow the water forward until a new secondary objective pops up.

Locate the Origin of the CELL Locator Beacon

Jump out of the water and look around. You're over 200 meters from the CELL beacon, but a Poster is nailed to the wall right here. Walk over to it to add it to your database. Then start moving toward the secondary objective on your mini-map.



Follow the beacon forward, but stop occasionally to scan for interesting objects along the way. When you're roughly 125 meters from the objective, look for a Datapad in the water. Pick it up as you go by.

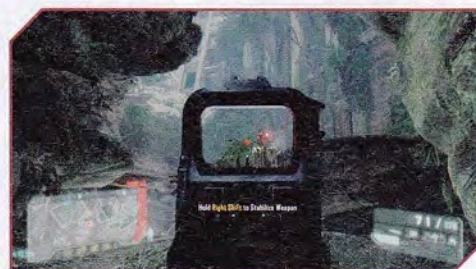


If these goodies aren't enough, you're going to love what you find by the beacon. Another Datapad and a Nanosuit Upgrade Module are there. Take them both before you tackle the CELL soldiers that are blocking the way to your primary objective.



The soldiers are moving through an open, flooded area that is overlooked by a rocky crag. You're very close to that overlook. Ambush the lone patroller in the narrow passage, and use the higher position to murder the rest of the CELL team.

You can back off into the passage for energy if things get too intense. But this isn't an especially large group, and they have a very poor position to fire back at you. When the fighting ends, swim over to a cave on the other side of the flooded street. Go through the cave without any concerns; there aren't enemies in here.



When you exit the tunnel, veer right and wander into another cave. This one is loaded with ammo and fun stuff. There are two Datapads, a Nanosuit Upgrade Module, arrows, and special ammunition.



Turn around after looting the cave and go back the way you came. The open street takes you to the System-X Facility. You're going to come in from its left side, not far away from the main door. Because you investigated the CELL Locator Beacon, you'll be able to open that door very soon.



Kill the guards in front with an aggressive rush, and use the codes to unlock the door of the base. If you're worried about the fight, there is another way in. Go all the way around the left side of the base and drop into a shallow pool. Your Visor detects a Datapad down there. Walk into the pipes to collect the Datapad and keep going after you find it.

Hack some mines at the other side of the tunnel, and you're free and clear, inside the walls of the base. The front door works just as well, but it's nice to get this Datapad either way.

Now that you're inside, scan with your Visor before breaking cover. Quite a few useful pieces of gear are around the base, but they're somewhat spread out. You should kill most of the CELL units before exploring. Cover is limited in most of the base, and you may end up with enemies on multiple sides unless you are patient and careful.

Tag everyone and start cleaning up the mess with long-range attacks. Extra troops arrive from time to time, but the numbers thin quickly if you keep the pressure on with continued sniper attacks.

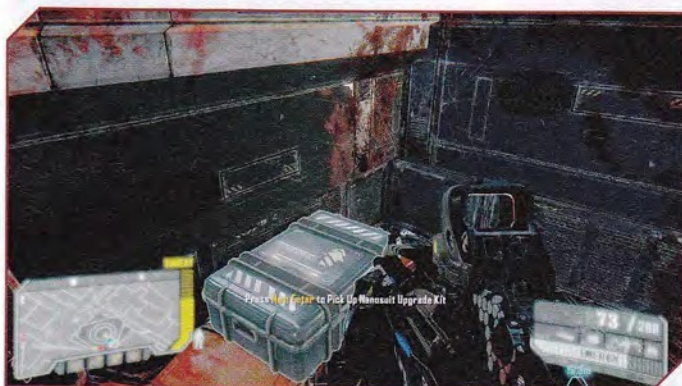


Once you're somewhat clear, use an Electric-Charge Arrow to kill the mobile Sentinel at the back of the base. That's the last serious obstacle.

Go to the rear corner of the compound. You find a Nanosuit Upgrade Module. It's fairly close to a weapon pod (Typhoon and Majestic Six) and special ammunition crate.

A second Nanosuit Upgrade Module is in the center of the base. A walkway near the destroyed Sentinel gets you right over to it. The small shack with the module also has an ammo crate, a DSG-1, and some grenades.

After getting everything that isn't nailed down, go to the walkway where the Sentinel patrolled. Use the elevator there (as marked on your map) to get down into the lower tier of the base.



RESTORE PNEUMATIC PRESSURE TO THE REGULATION ASSEMBLY

There aren't any guards down here at the moment, so you're free to explore. Look for two Datapads on the main walkway and then scan around for your

two objectives here. Though the pressure systems can be activated in either order, start with the one on the left.

To access the computer, interact



with the maintenance crane controls at the center of the initial walkway. This shifts a suspended box and makes it possible to jump from there onto the walkway you need. It's a bit tricky to get onto and off of that walkway, and that's why it's better to get it done now.

Use the computer in that part of the room, and then return to the center. Go to the other corner and repeat the process.

BRING THE NEXUS SYSTEM TO SAFE POWER LEVELS AND SHUT IT DOWN

Turn on Armor Mode when you're about to head back to the primary walkway.

The area's defensive systems are activated. An extremely challenging Hack on the primary terminal (at the center of the walkway) can deactivate them.

However, your Predator and two Electric-Charge Arrows get the turrets down in a few seconds. That's a better way to get it all done.



Walk back toward the elevator and deactivate some lasers along the way. Ride the central elevator up and listen to what Claire has to say.

Turn on Armor Mode when you hit the top and switch to your better close-quarters weapon. Four guards are around the corner. Charge out to waste them, and look on the consoles nearby for a Datapad. Collect it before going to the top of the tower. The stairs lead to the controls for the facility. Use those to bring the place offline.

SAFETIES OFF

CELL INTEL

DATAPADS	11
PROPAGANDA POSTERS	1
BLACK BOXES	4

Several major events transpire. After that, you end up back in the ruins of New York. Night has fallen, and CELL squads are beginning to pull out of the area. They still have a substantial presence, but they have a number of distractions to worry about.

Primary: Avoid the CELL Searchlights and Make your way to the Park

AVOID CELL SEARCHLIGHTS AND MAKE YOUR WAY TO THE PARK

Use your Visor to scan for CELL units. Then get a long-range weapon ready. The soldiers in your area are moving away, so it's possible to search for a little while before being detected. Yet, the searchlights in this area can spot you pretty easily. Unless you're cloaked, the searchlights trigger an alert, and soldiers come forward to get you.

SHOOT THEM IN THE DARK

Use Tech Scopes in this mission (if you have access to them on any of your guns). Seeing enemies clearly, even in the dark, gives you a nice advantage in these firefights.

Arrows and a few Grendels are ahead. Get those if you need them. Afterward, don your Heavy Armor and start clipping soldiers as they arrive in the yard. Most of them have close- or medium-range weapons, so you have the best advantage at range.

Once they're dead, start to move forward. You soon get an update about a secondary objective in the region.



Secure CELL Intel

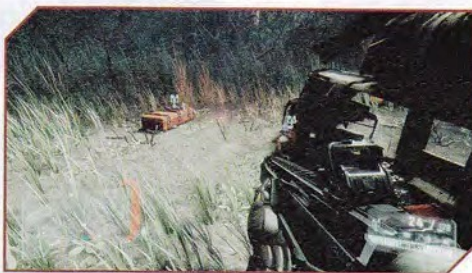
Psycho has a favor to ask. He's detected some CELL intelligence in the area, and he wants you to pick it up for him while you're there.

This gets marked on your map, and it's not far away. Make this your first objective.

Fight your way toward the secondary marker. Damaged buildings provide decent cover, so you always have a place to hide and regain energy if the fighting gets too heavy.



Not too far ahead, you reach a building with a Sentinel on the ground floor. Trash it with an explosive weapon or your Electric-Charge Arrows. Jump to the second floor of the structure and search for a Nanosuit Upgrade Module and some special ammunition.



Walk through the second floor of the building and come out the other side. CELL Troopers are heavy here, but they're often spread out between rooms and on the ground floor. You rarely encounter more than one or two at a time. Even basic melee attacks get the job done in

these close quarters. Otherwise, a shotgun or submachine gun is ideal.

Drop down on the left side of the building and advance. This avoids the mines on the right and a Sentinel that's closer to the objective. Your approach breaks line of sight against the Sentinel, so it can't hit you even when you're out in the open.

Walk over to the secondary objective and start looting the Intel that's all over the place. Pick up the three Datapads by the downed gunship, and then jump to the second level of the building next to it. Four more Datapads are up there. It's a wealth of information.

Now that you have all the Intel, switch directions. Aim for the blue primary objective. The guards on the way over are fairly spread out, so it's easy to bypass them (or get quick kills). Stay inside the buildings when you can, to get more cover.

The compound near the objective has Sentinels, multiple sets of mines, and plenty of guards. They're on high alert, and you've made plenty of noise getting there. Use Armor Mode to approach the building, jump to the second level, and use close-quarters weaponry to start killing defenders.

Two pieces of CELL Intel are in this building. Scan with your Visor to find them. One is a Poster, so you can grab it early on. The other is upstairs. Crates with grenades and ammunition are on the second floor. Loot those before you look for the stairs.

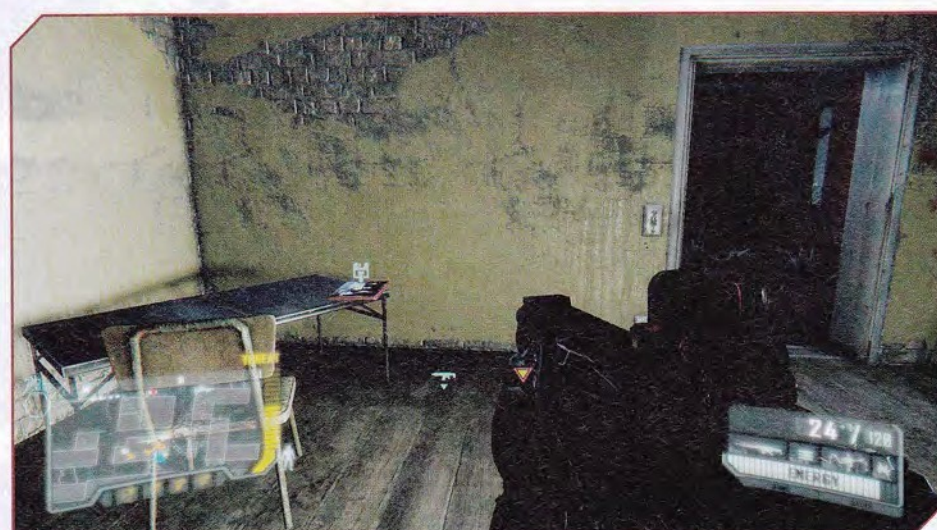
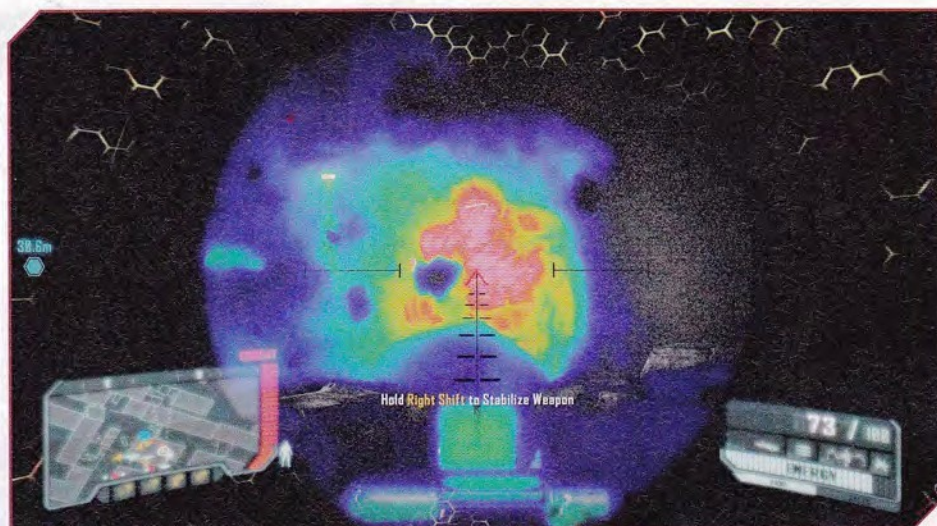
Climb to the top of the building when you're ready. There are sometimes guards on the actual stairs, and more are up top. The fighting doesn't get too intense, as long as you're methodical in bringing down each CELL soldier that you encounter.

Search the top floor for a Nanosuit Upgrade Module and a Datapad, in the far corner. They're close to your primary objective.

Once you have all the supplies you need, take the zipline across to another damaged building. Claire restores communications, so you hear from her briefly. A new primary objective marker appears, and that's your beacon. The apartment buildings here are so badly ruined that it's hard to take a straight route through them. Drop through broken floors and weave through the rooms to keep making progress toward the objective. There aren't any enemies to slow you down.

Scan for a piece of CELL Intel and make your way over to it. It's near the building's exit, so you get where you need to go and pick up more intelligence.

There's a short scene here. You spot quite a few Ceph, and then your objectives change.



APPROACH THE CEPH MINDCARRIER

Don't rush out into the swamp beneath your building. Ceph Grunts and Reavers are all over the place, and cover is sparse down there. You won't stand a chance if you're reckless. Armor Mode is a great thing, but it's still not enough to handle a full team of Ceph if you don't use cover properly.

First, stay in the building where you grabbed the Intel. Shoot nearby Ceph and duck through the last doorway you used if enemy fire gets too intense. Some of the enemies come to you, so have a close-quarters weapon ready if that happens.

Once your enemies are dead, drop into the large yard. A weapon pod with an L-TAG is over on the right. That's not a bad thing to unlock before you start going after the big game. Well over a dozen more Ceph are on the way toward your objective!



Move forward carefully, and aim for the damaged structure ahead and to the left. Scan for a Nanosuit Upgrade Module. It's inside, hung up on a wall. Get it as you're moving through.

All of the Ceph infantry in this area carry Pinch Rifles. They have ranged fire that is somewhat accurate and fairly high damage. They also have a close-range firing mode that does extreme damage. Pick up a Pinch Rifle after downing some of these early enemies, and try out the Ceph weaponry during the following engagements. It's easy to get more Pinch Rifles whenever you need them, because every target drops one!



Another good weapon is your Predator. Headshots from normal arrows kill these guys the vast majority of the time. It's a fast way to kill one or two Grunts or Reavers. For larger groups, use the L-TAG or make hit-and-run attacks, returning to cover frequently.

Yet another option is to unlock Super Strength. This upgrade is a bit heavy-handed against soft CELL units, but it's extremely useful when fighting the Ceph. In close quarters, you're able to autokill Ceph with melee attacks or by grabbing them and then dispatching the hapless aliens.

Clear the field as you make your way toward the primary objective. When you get close to it, jump to the Mindcarrier and see what happens next. Search for a Datapad in the next room after you've finished.

REACH THE CELL NANOSUIT SKINNING LAB

A new marker appears. You're safe for now, so hurry back through the building and out the other side. CELL units are under attack here, so none of them are going to come after you. Whatever is killing them isn't visible yet, but it must be somewhere close by.

Scan the area as you proceed. A brick building with open windows has a Nanosuit Upgrade Module. It's above street level, but a Power Jump gets you in through the windows. Steal the kit, and walk to the far side of the building. A weapon pod is below and two pieces of Intel are off in the distance, but there are still no enemies to be found.



Hack the weapon pod if you'd like an L-TAG or a Grendel, but go after the Intel. They're the real prizes.



More arrows and ammo are in the next set of buildings. You know this has got to be bad news. Tons of ammo, burning people, and no enemies. There's no way this is going to turn out in your favor.

Make sure that you have a damaging close-range weapon ready before you walk up to the next set of doors. A Ceph Scorchers comes after you, and the fight starts at very close range.



KILL THE CEPH SCORCHER

How to Destroy Scorchers

These Ceph are short-range attackers. Their flames do a worrisome amount of damage, and it takes heavy punishment to kill Scorchers. Their armor is thick, and they're not vulnerable to many tricks.

First, you won't do much damage to a Scorchers when they're low to the ground. In this mode, they're mobile and extremely tough. Instead, wait for Scorchers to deploy for attack. They raise up and expose their more vulnerable inner workings.

The glowing red sensors at the head of the creatures are your best targets. Aim for those and fire away. Use Armor Mode to give yourself time to attack without taking real damage. Then, back around walls or obstacles to give yourself time to recharge.

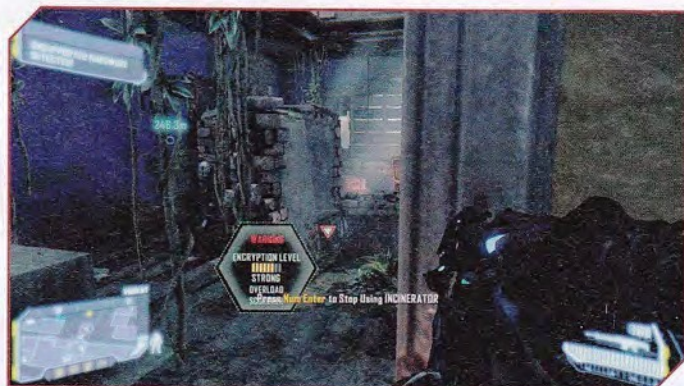
Once Scorchers take too much damage, they arm a self-destruct device and detonate it in short order. Unless you kill the Scorchers with electrical weaponry, they do this suddenly and with great force. Everything nearby takes extra damage.

Use Electric-Charge Arrows, K-Volts, or Gauss Sabot Guns to avoid the self-destruct sequence. In return, you get to steal the Scorchers' Incinerators. They're fun weapons.

If you have Brute Strength, turn on Armor Mode, sprint up to the Scorchers, and then melee it to death. You can steal their guns very easily this way (though it's rather crazy even when it works).



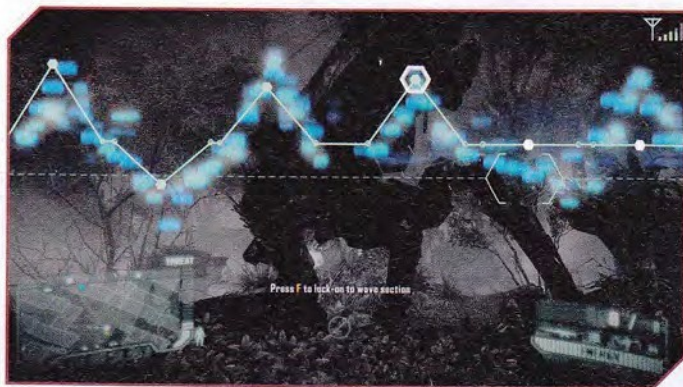
Walk through the large building that the Scorchers were guarding. It's mostly empty, except for some ammo. Many more Scorchers are on the other side. Claire breaks through the comm disruption again, and she lets you know about a Ceph Pinger nearby.



Use the Nanosuit to Interface with the Ceph Pinger

If you have Sensor Upgrade, slot it before going after the Ceph Pinger. This upgrade makes it easier to Hack the Pinger itself and to turn Scorchers against their allies as well. Hacking Scorchers and Pingers is doable without Sensor Upgrade, but you need more time in Stealth to do it.

Sneak over toward the Pinger, Hack it, and then continue moving toward your objective. The Pinger goes after the Scorchers in the area, giving you a good distraction. You could also destroy the Scorchers on your own or simply run through the area without fighting them. All are viable choices.



Jump into the next building, get some arrows, and continue toward your destination. It's not far now! However, more Grunts and Reavers are between you and your goal. They also have a Spotter here, and that's going to be a pest as well.

FIND A WAY TO BYPASS THE PIT DEFENSES AND ENTER THE ELEVATOR

The route to the elevator is well guarded. Grunts, Reavers, and a Spotter are deployed in an arc around the large compound. Stay near cover and wait until you see the Spotter flying around. Snipe it at range. Spotters' EMP blasts sap your energy, and that can be fatal during a firefight.

Once the Spotter is down, enemies begin to trickle in. They leave their positions and come down the street toward you. Use Grenades when you're behind cover, and rely on Armor Mode for short attacks out in the open. Enemy firepower is heavy, so be careful. Only try to kill one or two Ceph at a time. Getting greedy is likely to end your career prematurely.

Kill all of the patrollers. Then wind your way over to the right side of the fortified building. Use the console that's indicated on your map, and stand back while the ramp lowers. You get crushed if you're underneath it!

Walk into the base and scan for Intel and a Nanosuit Upgrade Kit. A bridge on the left leads toward the Intel. Walk over to pick it up. Then, go to the other side of the base and look inside a small shack. The upgrade kit is there.



Join Psycho in the main elevator once you've gotten these two items. The two of you rise deep into the complex.

SEARCH THE FACILITY FOR A FUNCTIONAL NANOSUIT CRADLE

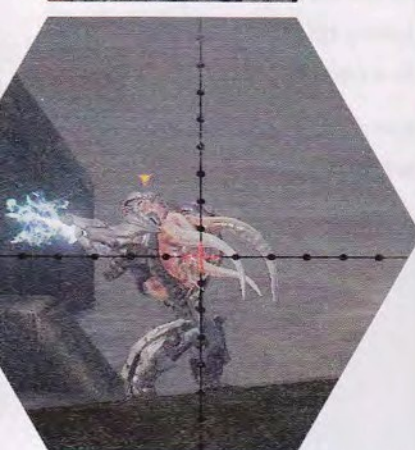
Search the abandoned lab for several pieces of Intel and a Nanosuit Upgrade Module. You find all of these throughout the building, but a simple Visor scan picks them all up. There aren't any enemies to stop you; it's free loot.

Michael eventually leads you down to the bottom of the base. This ends the mission, once you've seen everything that has to be seen.





RED STAR RISING



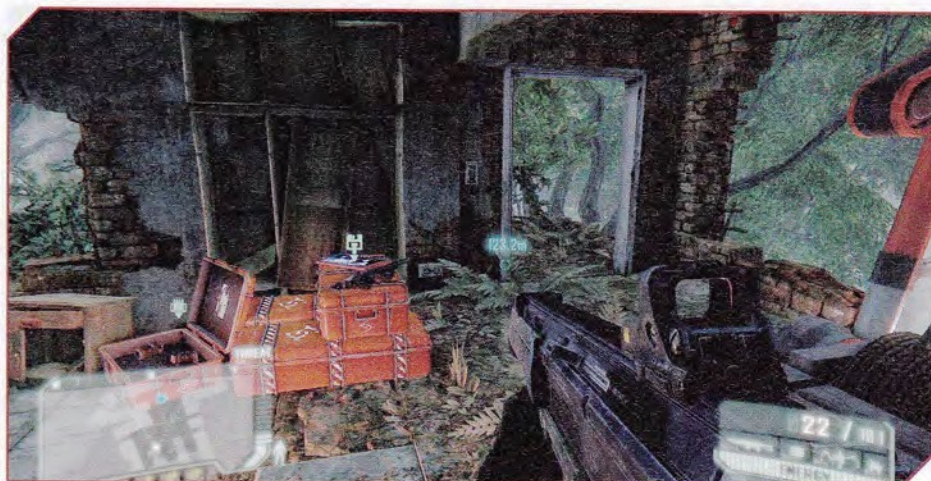
CELL INTEL

- DATAPADS — 5
- PROPAGANDA POSTERS — 1
- BLACK BOXES — 3

The rebels have gathered enough intelligence to figure out what CELL's counterattack will use against the Ceph. It's not good news, and you must do something soon if you want to stop them.

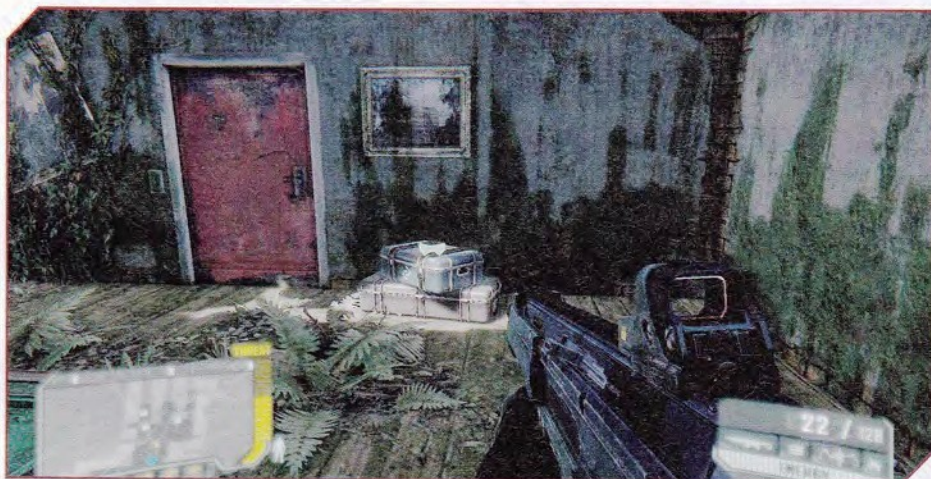


APPROACH THE CEPH MINDCARRIER DEVICE



Walk forward and get onto a damaged pipe that connects your current building from another one on the other side of the street. Cross the divide and use another pipe to get to the next structure. Scan there to find the location of Cell Intel and a Nanosuit Upgrade Module. The first is on some boxes close by, and the other is over the wall to the left.

Jump over the wall and drop through the damaged ceiling to get the upgrade. Then, search for the Cell Intel and spare ammunition before leaving this rooftop.



Use a zipline on the roof to get across another street. Move toward your objective, taking ammo from the crates along the way. Hack a weapon pod for a Mk. 60 and two R.E.X. Charges. All of these are useful, so take everything you can carry.

Keep moving, and don't drop down into the streets on the lower tier (just a bit past the weapon pod). There are Ceph down there, and you'll miss a Nanosuit Upgrade Module. To get it, walk past a dying CELL soldier next to a doorway close by. He talks to you briefly. Drop to the lower level of that building and search for the upgrade kit.



Enter Armor Mode and look at the Mindcarrier device outside. Ceph infantry patrol the area, but there aren't many of them. Fire from the building and use its cover to your advantage. Don't advance until the area is relatively clear.

Jump down and approach the Mindcarrier. Interact with the device once you get close to it. This triggers a cutscene. Afterward, use the Pinch Rifle at your feet to massacre the Grunts. You won't take damage from their counterattacks, so it's a shooting gallery. Use the primary firing mode of the weapon so you can kill enemies up close or at range.

FIND THE ARCHANGEL COMMAND SYSTEM AND PREVENT ARMAGEDDON

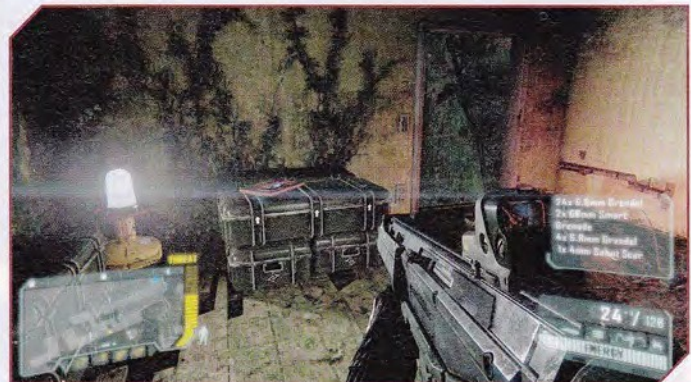
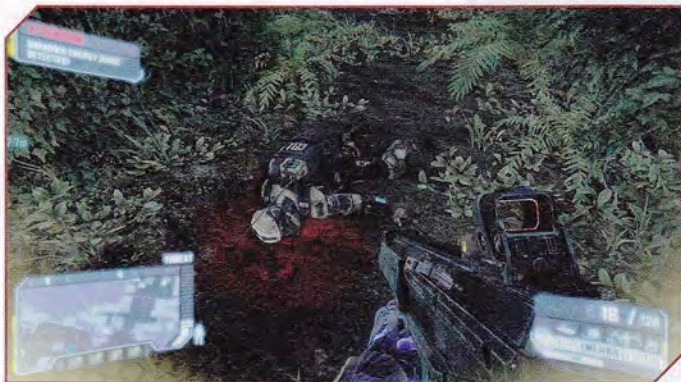
A Devastator crashes through the wall of the area. To defeat it, get behind cover and turn on Armor Mode if the unknown energy source runs out. If it doesn't, you won't take damage for the remainder of the engagement.

Shoot at the Devastator's face to get the most damage out of every attack. It takes more shots to kill him than any Grunt or Reaver, but eventually the creep dies. Walk through the wall that he destroyed.

You're now on your way toward the Archangel Command System. Stay on the right side of the road and bring up your Visor periodically. There is an alley with some CELL Intel not too far away, but it's easy to miss if you're not looking for it. That same alley has a crate of arrows! Collect the arrows before returning to the main route.

Follow the sounds of battle toward your objective. A lower street is turning bloody due to an engagement between CELL troops and Ceph. You don't have to play a major part in this battle if you don't want to. Cloak, jump down to the street, and go toward the left side of the area. CELL troops are using a building there for defensive purposes. Go in there, using Stealth Kills if any CELL guys get in the way.

Ammo and two pieces of Intel are on the second floor. One is a Datapad on a few boxes, and the other is a Poster to scan. You can see it from a tiny hallway that's close to the first piece of Intel. It's possible to steal a .50 HMG from a gunner by the windows. Take that when you're on your way out.



Get back into the open field and use Stealth Mode to advance through the Stalkers that are running everywhere. Hack a few CELL Sentinels in the center of the field; they're on the second floor of a building. They should provide more than enough cover to continue.

Follow your objective indicator toward the corner of the field. Walk into a damaged building and climb its stairs to the second level. Claire establishes contact for a moment, but then you're on your own again.



REACH CLAIRE AND PROVIDE SUPPORT

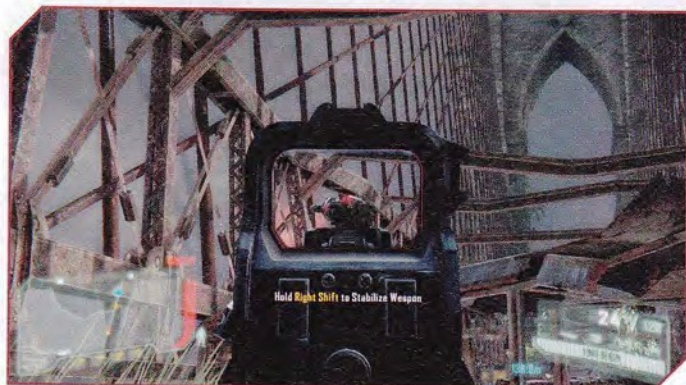
Leave the building from its upper floor. The dirt roads ahead are ideal for CELL ICVs and Orcas. Some of them were attacked here and have been destroyed. However, an Orca is still functional. You'll soon be able to use it.

Search for a Datapad near the vehicles and a Nanosuit Upgrade Module on the far side of the convoy. A special ammo crate is there, too. Get everything and then hop into the Orca.



Drive to the next objective marker. The field is wide open around your position, but there aren't CELL items or Nanosuit Upgrade Modules here. You're safe to drive across the landscape without missing anything on the way. Things blow up and crash around you, but you're not in any specific danger yet.

The next marker takes your Orca into a narrow passage. It's safer to exit the vehicle as soon as you spot CELL Troopers ahead. Some of them have JAWs, and they'll obliterate the Orca.



Get out and turn on Armor Mode. Use your Visor to pinpoint the CELL units ahead, and pick them off with your longest-ranged weapons. These troops lack the numbers to be a credible threat, so long as you snipe their JAW users as soon as possible.

Go into the marked building at the end of the way. This leads way down into a pool of water at the bottom. Don't jump off the walkways until you get most of the way down; otherwise, the fall can be lethal.



There's a cutscene at the bottom. When it finishes, listen for a welcome voice. Keep moving toward Claire's position. Get ammo from the nearby crates, and start hopping down the ledges ahead. A weapon pod partway down has a Typhoon and a JAW.

Use Armor Mode to survive the bigger jumps down the cliff, and scan for a Datapad at the bottom; it's near another Orca. Get the Datapad and then jump into the Orca. This one has a missile pod, so it's ready to rock.



Drive forward and keep your eyes on the sky. A helicopter comes down to attack you. Hold down your firing button to arm several missiles; your active target changes from blue to red to show that the missiles have locked on. When several of them are armed, release the firing button to send them on their way. They splash the chopper pretty quickly, and a second volley finishes the job if the first group doesn't.

Use the rest of your missiles on the CELL troops and Sentinel on the building ahead. It's fine if you run dry because another Orca is parked by that building. Switch your depleted one for it and continue driving along the riverbed.

An enemy ICV is protecting the last leg of the trip. Stay mobile to avoid its heavier weapons, and fire your missiles into the CELL transport to take it out.

Rebel Intel Suggests Possible Vehicle Upgrade

An even better toy for you is in the next yard. Drive into it and fire on all targets that cross your path, but ditch your Orca if it starts taking too much fire, or if it runs out of missiles. Sprint toward the secondary objective marker so you can steal an ICV.

Use the ICV to destroy the Pinger and Devastators that are sieging the CELL base between you and your objective. Shoot at the Sentinel by the base as well, and then you're free to explore.



▶ ALPHA STRIKE!

Use the ICV's primary attack for any normal enemies. The chain gun provides more than enough firepower for those targets. Save the missiles that are tied to your secondary attack for the Pinger. After locking on the Pinger, fire both types of weapons simultaneously to inflict as much damage as quickly as possible.

Search the CELL base for some Intel. A soldier has a Black Box, and a Datapad is on the other side of some large containers.



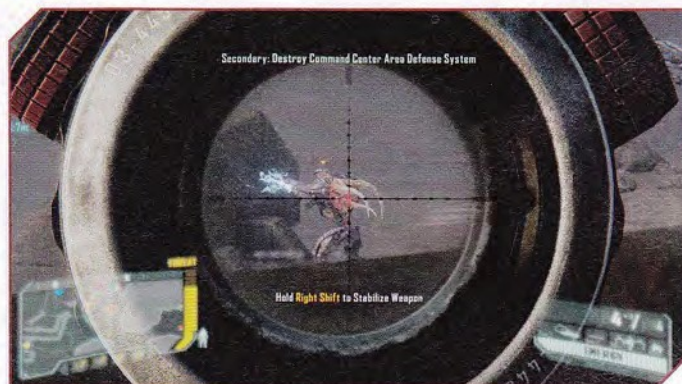
Use the console on the upper tier of the base if the soldiers haven't opened the gate already. This lowers the huge door and lets you drive through with your ICV. There are two Orcas on the other side, and they're available if something unfortunate happened to your existing transport.

Drive the ICV down the road. Another ICV attacks you around the first major bend. Use your chain gun and missiles to destroy it as quickly as you can. Turn on Armor Mode to flee if your vehicle is destroyed. Use your explosives to take out any enemy vehicles that remain, though the ICV is the only new target in this area. If you cleared all of the enemies by the base, things should be relatively easy during this section.



Drive the ICV (or walk) along the road. Pass another Orca by the wayside, and enter an open pipe. Drive to the other side and keep going until you hit a roadblock. A burning ICV prevents you from getting all the way to Claire's position.

Get out of the vehicle. Jump over the burning ICV and keep your eyes open. A Gauss Sabot Gun is a short distance ahead. Take it and scout the approach to the enemy base.



Take a zipline down to the lower field and turn left after you land. Psycho wants you to take out a secondary power system for the base before you begin the main assault.

Destroy the Tower Air Defense System and Allow Psycho to Land

Take the path on the left, between the two hills. This lets you advance on the power station for the tower's aerial defenses. Ceph are sieging that location, too. As soon as you see the Devastator ahead, zoom in on it with the Gauss Sabot Gun and take a few headshots.



Run over and steal its X-Pac and Reaper, in turn. Use those weapons to destroy the other enemies on the outside of the base. Move in afterward and finish off any stragglers, including the Sentinel defending the actual objective.

Collect R.E.X. Charges from a crate inside the base, and look for any weapons that you need. The place has a bit of everything. A Nanosuit Upgrade Module is also in there.

Once you're re-equipped, place a R.E.X. Charge on the secondary objective and detonate it from a safe distance. This brings down the system's aerial defenses. Psycho is good to go.



It's time to get into the Archangel Command System. Go back to the front of the base and fight across the soaked plain surrounding the

compound. Not many CELL troops are nearby to fire on you (just one or two up on the walkways). However, there are more than a few Ceph out there. Zip from cover to cover, taking out everything with your heavier weaponry. Typhoons, Predator attacks, and explosives are all effective.

Keep going around the base until you find a parked ICV. Get inside, and drive around the right fork in the road. This may look like it's heading away from the base, but it leads to a hidden entrance. There's plenty of fighting along the way, so it's a fun route.

Use the ICV's heavy weaponry to clear all the Ceph and CELL defenses that are near a small pipe at the end of the road. After blanketing the entire area in explosives, leave the ICV and run into the pipe.

Once you're inside, search for a Datapad. It's inside a shack to the left (from where you come in). Quite a few CELL units are still inside the base. Use Armor Mode and walk along the upper ledge until you find a .50 HMG. Rip it off of its

post and clear the base with it.

The controls for the bridge to the elevator are all the way around front. Make your way there and climb up a ramp toward the computer. A CELL soldier is often there. Take him out, then interact with his console.

This lowers the bridge to the middle of the base. Cross the bridge and turn right to access the elevator.

It's controlled with another computer console. Kill any



guards that are left near the entrance, and ride the elevator to the top and watch the end of the mission.



ONLY HUMAN

SPEED 0



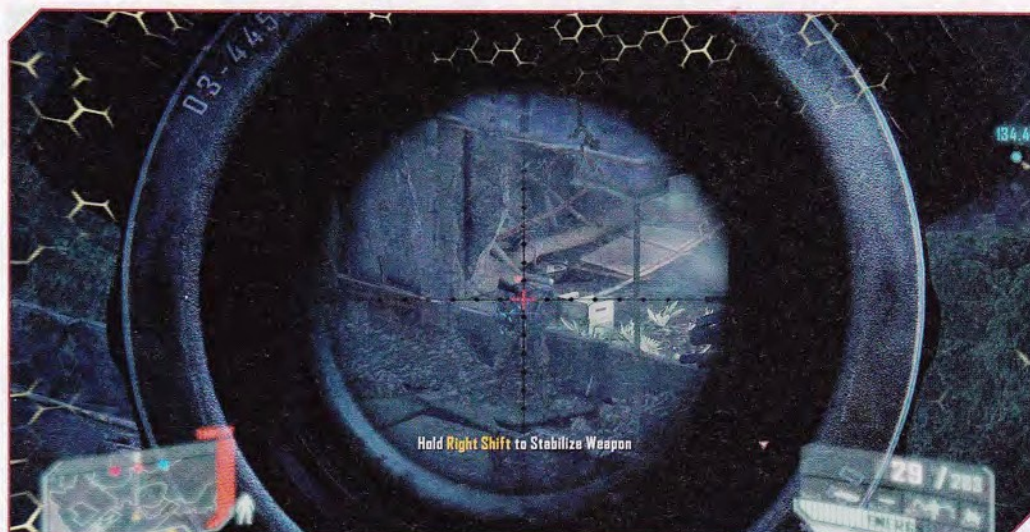
CELL INTEL

- DATAPADS — 5
- PROPAGANDA POSTERS — 1
- BLACK BOXES — 2

Wait for the cutscene to end. The next mission opens next to a downed gunship. You're about 240 meters from your objective, and battle is raging throughout the city. Take the ammo and arrows from the crates next to you, and then move out.



INFILTRATE AND SHUT DOWN CEPH DEFENSE BATTERY ALPHA



Power Kick the debris to the right. This makes a hole through a damaged wall so that you can get onto a ledge that leads forward. It leads past another crash site; there's a DSG-1 on the ground, if you'd like to pick that up.

Keep moving until you reach the end of the ledge. Scan for enemy targets with your Visor. Ceph are everywhere, and tagging them is important. Use your best long-range weaponry to kill everything in sight. Turn on Armor Mode to survive any counterattacks, and hide if you need to restore energy. Most of the enemies aren't equipped for combat at this range, so kill the Shadows first. They have Bolt Snipers, so they're the real threats.

After clearing the zone, hug the ledge that winds to the right. It leads to a zipline near a weapon pod. Hack the pod for a cache of explosives. There's also special ammo in a crate nearby.

Use Armor Mode to descend to ground level, using cover below to hide while your energy returns. Rush forward when you're in good shape, and switch to a close-quarters weapon.

Your primary objective is on top of a large hill. Walk around to the rear of the hill and take a ramp up toward the top. Plow through the Grunts and Reavers on the way there. Shotguns and other burst damage weapons are perfect for this engagement.

Move in on the waypoint, and look for ammo and a Nanosuit Upgrade Module in the room next to the target. Get these, and then approach the Ceph Defense Battery to disable it.



INFILTRATE AND DESTROY BRAVO AND CHARLIE

Your Nanosuit surges with energy after interfacing with the defense battery. For a time you're practically invulnerable. Run down the hill and kill every Ceph that tries to stop you. A large squad is approaching, so there are plenty of targets even if you cleared the entire hill on the way up.

Look at your next two objectives when the air clears. One objective is on the left, across a shallow plain of water. The other is somewhat farther away, on the right.

Aim toward the objective on your left. Proceed toward the shattered head of the Statue of Liberty. That's partway down the field from your position. It's easy to spot from a considerable range, so it's a useful landmark.



Look for a Datapad inside the statue's head. Get it, and listen to a broadcast from a rebel mortar unit. They're close by and could use some assistance. A parked ICV is also here, if you'd like to drive around in style.



Provide Combat Support to the Rebel Mortar Unit

Follow the secondary objective marker to find the mortar team. Run around the left side of the stone cliffs and ambush two Ceph that are attacking the mortar team.

Search for special ammo and a piece of CELL Intel nearby. The rebels agree to take out any high-value targets that you tag with your Visor. Keep that in mind as there are a few Ceph Pingers near the next objective.



Start pushing toward the primary objective once again. Drive the ICV toward those hills or go there on foot. Use Armor Mode to get to cover as you tag each Pinger. The mortar team kills both of them without wasting any time. You now have a relatively clean approach to your target.

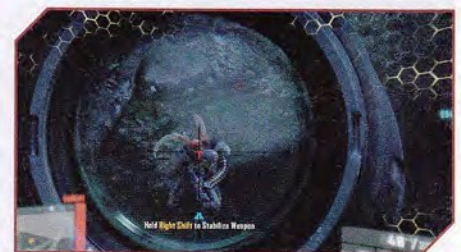
Keep your Visor up as you move. There are mines in the area! Hack them, and start climbing the hill toward the waypoint. Keep scanning, because there's a Nanosuit Upgrade Module nearby (and it's undefended). Get it as you move in.



Power Jump to a weapon pod above the upgrade kit and Hack it. Take the Gauss Sabot Gun if you need another sniper weapon. Use it to destroy a Ceph Sentry and a few defenders as you advance. Hack yet another set of mines as well.

You're within throwing distance of the Ceph battery, but don't rush. Scorchers, Grunts, and Reavers are still in the way. Plus, the terrain is badly damaged.

You can't rush over to the battery to take it out. You actually have to jump down into a depression and work your way around to the battery.



Stay at the top of the area while sniping additional enemies. Do this with your new Gauss Sabot Gun, but switch to another long-range weapon when you run out of ammo. Clear the area below before you descend. Enemies have good line of sight against you when you're at the bottom, so it's dangerous to rush in unless you know what you're doing.

Go to the rear corner and work your way up the far hill. Sprint past the Scorchers if you don't want to fight them, or use Super Strength for relatively fast kills.

When you're up top, steal a Black Box from a slain CELL soldier. Also, scan here to uncover a Propaganda Poster. Once you have both of those, take out the battery itself.



Take advantage of your temporary invulnerability. Rush into the arriving reinforcements and use automatic weapons to kill as many as possible before your power fades. Look for a battery icon and interact with it to get even more strength while fighting off these foes.

When the area is clear, use the zipline at the edge of the hill. This leads down toward the final battery. There is an Orca with missile pods at the bottom. Get in, and start driving toward the last battery.

Use the missiles to bring down another Pinger. It's just around the corner, but a few volleys trash the large Ceph before it has a chance to take you down. If the Orca isn't helping, go into Armor Mode and use JAWs or Electric-Charge Arrows.



Get out of the Orca once the Pinger dies. There are so many mines in the area that you're likely to run over a few. Equip your Sensor Upgrade and quickly Hack the mines as you continue on foot.

Help Free a Trapped ICV

An ICV is close by, but it's trapped in a cave. There are two sets of mines blocking the thing in, and they need your help to clear the way. Follow the secondary objective marker toward the cave entrance. Use your Visor to Hack both sets of mines, and then search the cave. You get a Datapad and a Nanosuit Upgrade Module. In addition, an FY7 1M rifle and a crate of arrows are at the back of the cave.



It's possible to ride the ICV out toward the next primary objective, but there are problems with this. The Ceph Gunships that protect the approach to the battery can make mincemeat out of a lone ICV. What's worse is that you won't be controlling the vehicle. It already has a driver, and you'd simply be along for the ride.

It's safer to let the ICV team stay in the cave. You can continue on foot without any major risk. Walk toward your objective until one more distress call breaks through the radio. A downed VTOL is a few hundred meters ahead. It's somewhat out of your way (it's to the right, while your objective is on the left), but it's still worth your time.





Scout the Downed VTOL

Use Armor Mode and sprint if you get close to the enemy Gunships, but most of the route to the VTOL is clear of targets. Run all the way out there and remove the debris covering the back of the unit. This frees two men that were trapped in the wreckage.

Search inside the craft for special ammunition, a JAW, another FY7, and a Nanosuit Upgrade Module. By now, you have so many upgrade points that you're likely to have most (if not all) of the Nanosuit Upgrades in the game. Configure all three of your packages to provide options for multiple scenarios. At a minimum, configure your suit for a full stealth package and a heavy combat version.

Turn around and go back toward the third Ceph battery. JAWs are all over the place, so employ them against the flying Gunships patrolling the skies. Take cover in the broken pipes dominating the field, and press the attack until both Gunships are destroyed.

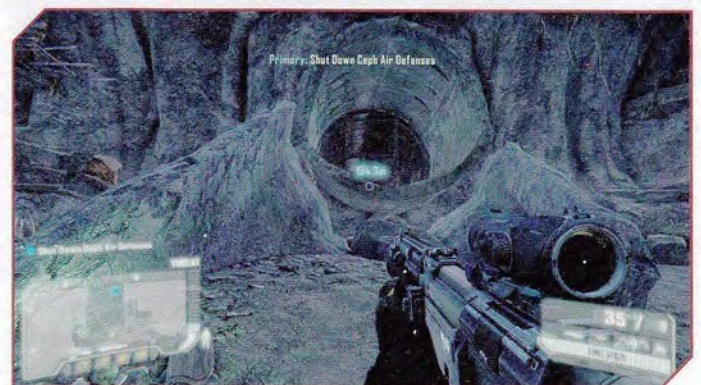
It requires another detour, but there are two more pieces of CELL Intel in this area. A burning chopper is on the far left end of the field. A Datapad is in there, if you have time to get it. The other Intel is also on the left, but it isn't nearly as far away from the Gunships (it's closer to the center of the field). This Black Box is close to a Ceph battery and a downed Gunship.



Jump into a sewer pipe built into the earth ahead. It's a good way to get up to the battery. Follow the sewer to a broken street leading back to the surface. Hack mines and kill any Ceph nearby when you get to the top. This attracts more patrollers, but you have plenty of cover to exploit. Ambush them, and then loot the area. A weapon pod across the broken street has a M.I.K.E.

To get to the battery, you need to pass two clusters of weaker Ceph, a Devastator, and a Sentry. Don't rush! Use the cover nearby and let most of these enemies come to you. Kill the entire first wave of Ceph, rest, and then advance. That puts you in sight of the Devastator, but it's alone. Kill it with Armor Mode engaged, and trade blows at range until he falls.

Steal the Devastator's Reaper and use it to fry the Sentry and second wave of Ceph near the battery itself. Go after your objective when the last enemy dies.





RENDEZVOUS WITH PSYCHO



Now that all three of the aerial batteries are down, Psycho comes down to play. Another Devastator and a few more Ceph arrive. Let Psycho start to whittle them down, but help him out by attacking the group from your elevated position. Once they're gone, Michael sets the VTOL down close by. Power Jump over toward his position, and get into the airship.

The next scene is a shooting sequence. You're in control of the VTOL's guns, but Psycho is the one doing the flying. Aim at the Ceph Gunships and kill as many of them as you can. You aren't limited by ammunition, so hold down the trigger as much as you like.

Always prioritize inbound Gunships. Anything flying toward your craft will shoot at your VTOL (and blow it out of the sky if you're unable to bring them down first). Ships that are flying away from you are secondary targets.

Only lead the enemies if they're farther off. Shoot directly toward targets at close range, and increase your lead the farther away the enemy ship is flying.

Eventually, despite your best efforts, the VTOL takes some serious damage. Michael must put it down. Man the vehicle's AGL turret while Psycho tries to fix the damage.

Turn on Armor Mode while you fight, and toggle it off between waves to restore energy. There are plenty of Ceph to shoot at, but your ammo is plentiful. Fire multiple grenades at each target to kill them quickly.

After several waves are defeated, Michael tries to take off. This doesn't go according to plan, and you're soon left on the ground with a very powerful enemy.



DESTROY THE MASTERMIND

The Mastermind has an exoskeleton protecting it from almost all damage. This thing is built like a fortress, and you can't afford to make any mistakes when fighting it.

Hide and use cover while customizing your Nanosuit. Turn on First Aid, and leave Heavy Armor on. Those two make a big difference in this battle.

Next, run around the field to get an idea where everything is. There are three Ceph batteries; these are vitally important, so take note of each. One is near the center, and the others are in a nearby corner. A dead Devastator is there as well (with a Reaper and an X-PAC).

A Datapad in the opposing corner. Collect it at some point. The other caches around the area have JAWs, ammo, and a few useful guns. The Typhoon will be useful later in the fight, but leave it alone for now.





Get the X-PAC and drain one of the Ceph batteries for a surge of power. Sprint out toward the Mastermind and let loose with volley after volley from the X-PAC. Don't stop until your power surge ends and the weapon is depleted of ammo.

Hide, get your energy back, and then drain another battery. Repeat this process, and then do it again with the third battery. This burns through a huge amount of the Mastermind's health. It'll soon pick you up and pull you closer. Tap the button that appears onscreen as quickly as you can, and watch the Mastermind reel.

During the next stage of the fight, the Mastermind raises several Ceph from the dead. Break line of sight so that the boss can't fire on you effectively, and wait for the weaker Ceph to come forward. Use Armor Mode to survive their attack, and kill them all with grenades or more traditional weapons.

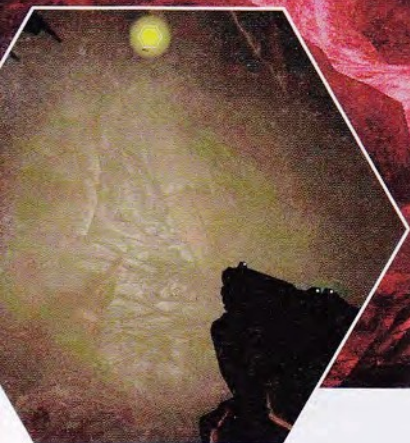
Once they're dead, switch to JAWs, the Typhoon, or any other high-end weapons that you're carrying. Try to hit the Mastermind where its flesh is exposed. Look for pieces of exoskeleton that have been torn away, and attack those areas relentlessly.

Before long, the Mastermind will pull you into the air again. Tap the button quickly and destroy this foul Ceph. After the Mastermind falls, walk toward the last objective of the mission to complete it.





GODS AND MONSTERS



CELL INTEL

- DATAPADS — 2
- PROPAGANDA POSTERS — 1
- BLACK BOXES — 4

You're trapped in a dark cave. Luckily, there aren't any grues in here. The only weapon that you have is your Nova, a weak pistol. At least Novas have a Flashlight attachment, so you're able to see what you're doing as you start off.

There are multiple pieces of CELL Intel in this initial portion of the cave. One is almost directly in front of you. Scan for it with your Visor; that's still working (though it's the only suit function that is online currently).



Crawl forward along the narrow passage. A Propaganda Poster is on the floor, not much farther along. Stay low to the ground after scanning it, pass under a low overhang, and drop down to a subway car. That's where you get another piece of Cell Intel.

Move forward through the tunnel, and keep scanning with your Visor. When the path splits, take the route on the left to get a fourth Intel item.

At the end of the route, a rock bridge gives way and plunges you into dark water, far below. The strange path takes you through fire, water, and into even more tight passages. There aren't enemies here, so it's safe (whether it feels that way or not).



Eventually, you arrive in a much larger cavern. Strange bridges and unnatural rock formations dominate the area, and signs of the Ceph are abundant. You're still safe, but slow down a little.

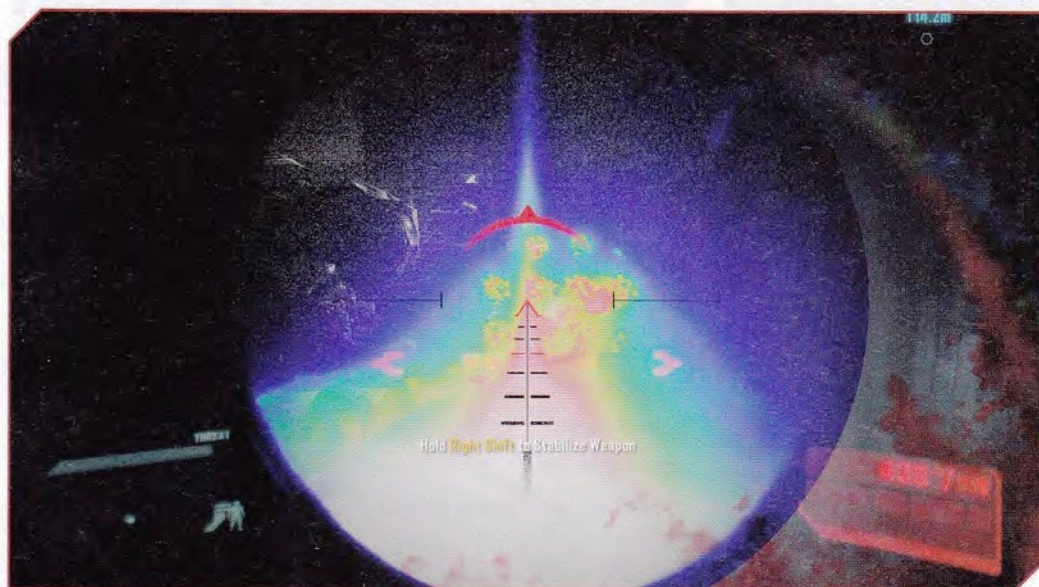
Scan while moving forward. Look for a Nanosuit Upgrade Module. Nearby are crates of ammo, grenades, JAWs, and a weapon pod with a M.I.K.E.

Get everything

to start rebuilding your supplies. There's also a Datapad here. Get arrows from a final crate and take out your Predator. Now you're in decent shape for facing down any Ceph.



APPROACH THE CEPH MINDCARRIER DEVICE



Enemy targets start showing up on your Visor scans. Tag them and come up with a plan of attack. Fire your Predator to kill distant targets, and back up if anything starts to get too close to you. Without Nanosuit energy you can't use armor, stealth, or power attacks of any type.

Proceed with even more caution than usual. You only have your health to rely on. Put First Aid into effect, to give yourself a little more time to survive when taking damage, and then start sniping enemies on the way to the first Ceph Mindcarrier.

Use normal arrows for most of the targets, but switch to Electric-Charge Arrows to bring down the Sentry that looks out over the entire ledge. Near that gun is an X-PAC Mortar (by a fallen Devastator), which helps to clear the remaining Ceph.

Don't break cover until everything is dead. You can't take much damage yet, so treat yourself as gently as possible. Walk over to the Mindcarrier at the end of the ledge, and start drawing power off of that.

This triggers a long invulnerable period for you. Come partway back down the ledge and look for a discarded Reaper Cannon. Take it, and hose down the world. There are inbound Ceph from several directions, but the Reaper turns them into jelly. As long as the invulnerability lasts you have infinite ammo, so keep shooting.



USE TWO MORE MINDCARRIERS

A second Mindcarrier is targeted as your next objective. Armor Mode, Stealth Mode, and Nanovision are once again functional. Jump up a series of ledges and into the next cave. Scan for a piece of Cell Intel ahead and a resupply of arrows.

When you get to the top of the hill, activate the automated guns in the area so that they can start killing the Pinger nearby. Use Electric-Charge and Super Thermite Arrows to kill the Pinger.

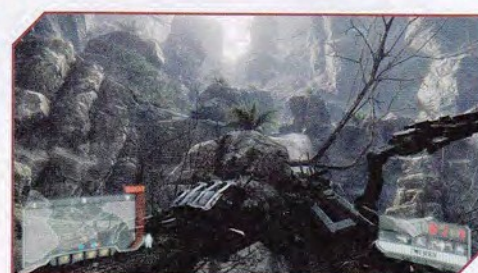


Locate the Origin of the CELL Locator Beacon

As you advance, two more Mindcarriers and a CELL Locator Beacon appear. Though you can handle these in any order, this walkthrough deals with the Locator Beacon first. It's not hard to get to, and you don't need to fight many Ceph until you're there.

Follow the beacon, using your Visor to get a good idea of where it is. Move slowly in that direction, and fight any Ceph that comes into range. Everything in the cave has the potential for high damage, so you shouldn't leave anything at your sides or back.

The beacon is being emitted from a CELL ICV. Somehow the vehicle fell down here and is high-centered on the edge of a cliff. Pick up a Datapad before leaving the area.



Sabotage the Cooling Structure

For a little more exploration and fun, go after the other secondary objective that appeared in the cave. This marker leads toward a lower ledge. A console there turns off the evil Sentries throughout the cave, making it easier to get through the place without being perforated by their long-range attacks.

Sprint down the waterway that leads from the ICV's area toward the other secondary objective. Use long-range weapons to pop the Ceph that are lower on the hill, and turn on Armor Mode as soon as they start firing back. Continue like this all the way to the bottom.



Don't take the ledge that leads up toward the Sentry. The small walkway you want is below that, and it's very hard to see. Look over the edge and walk carefully down to that walkway. Interact with the console and then you're free to leave.

With both of those optional duties done, you should pursue the Mindcarriers. Go after the closer one first. The Sentry is offline when you get back to the top, but there's a minefield ahead and several Ceph close by. Turn on Armor Mode and force your way around the mines and directly past the Ceph. All you need to do is reach the Mindcarrier, and then those aliens won't be able to touch you.

Look for an X-PAC Mortar a few feet away from the Mindcarrier and use it to blow a path halfway to the third Mindcarrier. Be certain to target Devastators first while you're fighting, as they're the most dangerous enemies to leave alive. By the time invulnerability fades you should have most of the enemies killed.

Walk along the lower route toward the Mindcarrier, but climb a shallow hill once you're about 70 meters away. Get to the summit, turn around, and finish approaching the last Mindcarrier. As before, Armor Mode and a slow sprint get you to the Mindcarrier before the surviving Ceph can take you out. Afterward, invulnerability makes their attacks a petty annoyance, not something to worry about.



FIND A WAY TO THE CEPH WORMHOLE AND DESTROY IT

Jump over the Mindcarrier's ledge and look for a long bridge that leads toward the final objective. You have to swing wide, to the right, to get onto that bridge. Once you're there, sprint to stay ahead of any pursuing Ceph, and make your way to the objective.

DESTROY THE ALPHA CEPH

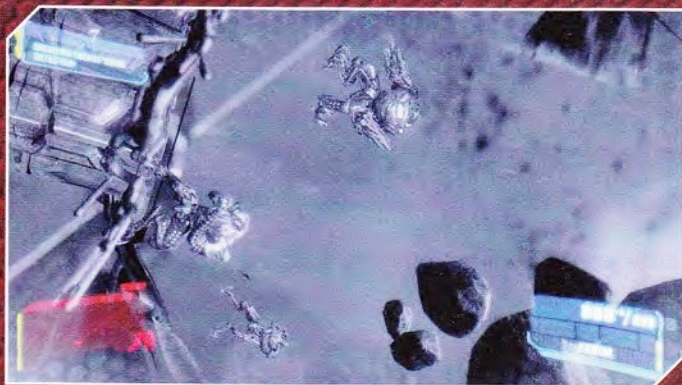
The Alpha Ceph rises to defend the wormhole. It uncoils from a humongous drilling rig. This is the time to fight.

BEHOLD, THE ALPHA CEPH!

The Alpha Ceph flies above your position on the drilling rig. There are quite a few resources at many points on the circle, so it's important to focus on what you need the most.

Use your Visor while staying mobile (so that the Alpha Ceph doesn't kill you while you're exploring). Find a Reaper Cannon as soon as you can, and then look for a Ceph battery. This combination is a battle-winning union of survivability and damage.

Use Sensor Upgrade in your first Nanosuit Upgrade slot. It lets you automatically Hack the deployed turrets on the rig. These are spaced out, but you're never too far away from one. Always activate these as you pass them, and let the guns help you shoot the Alpha Ceph and his minions that arrive throughout the engagement. It's a big boost to your firepower without much risk or time lost.



There are two ICVs in the area as well. Their treads are damaged, so they can't move. Also, the vehicles have run out of missiles. So, you can only fire their cannons. Use these for temporary shelter from enemy attacks or to get a quick boost of damage from the cannons. Don't stay for too long though; when the ICVs eventually blow up they'll take you with them, and that's not so good.

The master alien has three direct ways to attack. His deadliest is a drill smash; the Ceph's three arms pull in tight and start to rotate. The whole alien looks like a gigantic drill.

Sprint directly away from the Alpha Ceph. Don't try to hide. It won't help. Just move quickly and don't stop. Glance back when you think the attack has missed. If the big guy is still spinning his drill, keep moving.

The next attack is kind of a Pinch Rifle shot. One of the arms lights up with a blue glow. Energy blasts down from the arm periodically and can fry you if you don't stay behind cover (and lack immunity to damage). If you absorb energy from Ceph batteries, this attack is no threat whatsoever.

Otherwise, move to cover and keep looking for those batteries.



A red glow means that the Alpha Ceph is about to EMP the area. That saps your energy. Take shelter, find a new battery if you can, but don't stay anywhere that's exposed. It's too easy to get picked off by any of the Alpha Ceph's buddies after the pulse goes off.

You need to get heavy weapons (like the Reaper Cannon or some JAWs) and start killing the Alpha Ceph's arms. Shoot the head with normal attacks from the Reaper Cannon or something more generic while you're waiting for an opportunity. When the arms extend farther out, you see energy flowing through the joints that connect the arm with the main body. If your Visor is ever up, you'll see that these are weak points on the Alpha Ceph.

Shoot at those joints with JAWs, the Reaper Cannon, or anything else that's high damage. This destroys the arms in fairly short order.



Three times throughout the fight, you do enough damage with this to tick the Alpha Ceph off even more than usual. It picks you up (much like the Mastermind did) and pulls you close. Spam the button onscreen to fight off the Alpha Ceph's mind control, and attack the creature in return.

Between these phases, Reavers and occasional Devastators arrive to support their master. Ceph batteries are always important in this fight, but they're even more useful when you have a Devastator closing in. Get a burst of immunity to damage and go after the teams of

Ceph aggressively. That gives you a chance to kill the enemies before the Alpha Ceph recovers from its damage. You don't want to face the boss and his troops at the same time. If you can't find a battery that you haven't used yet, remember to loot the Devastator for additional weapons.

Once the Alpha Ceph has been defeated, you're treated to a series of scenes with only limited control. See what part you still have to play at the end of this Crisis!





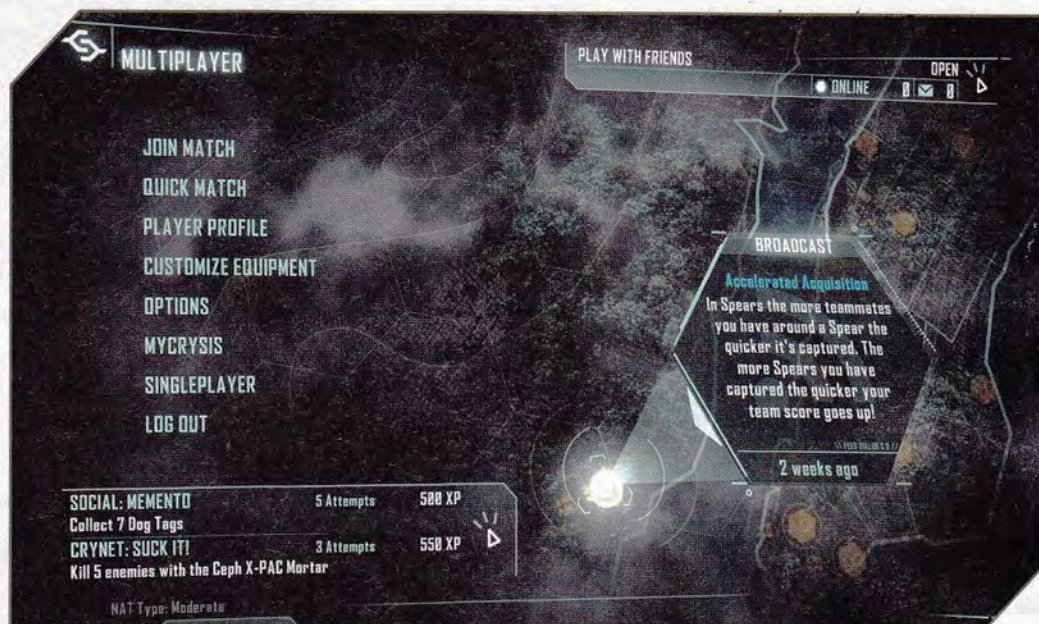
TRUE COMBAT

Crysis 3 has a deep multiplayer system with multiple game modes, tons of maps, and weeks' worth of content. Don't be shy! Jump right on and start testing your skills against other players. There are team-based modes as well as standard deathmatch, so you're likely to find something that suits you no matter what you enjoy.

MULTIPLAYER OPTIONS AND MENUS

When you first log into multiplayer, the game asks you to enter the info for your Origin Account. Take care of that and toggle “Remember Details” if you’re the only one who uses the computer—or if you trust the other people in your house not to mess with your account without permission.

Once you’re logged in, the main multiplayer menu comes up. This is where you search for games, modify your equipment and loadouts, and check on your statistics.



THE MULTIPLAYER MENU



If you want to get some free stuff for your profile, click on the “MyCrysis” button. Sign up here so that you have access to the official forums. You also get a free Dog Tag and Weapon Skin for your character. It’s a start, right?

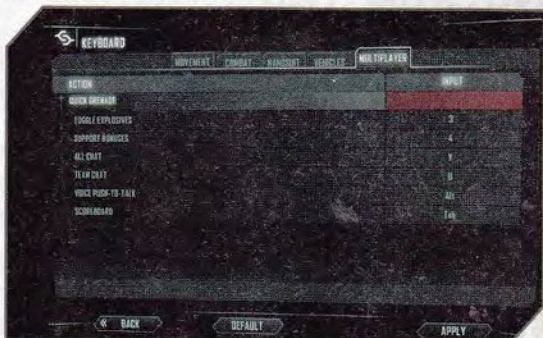
After that, look through the Options menu and configure things to your liking. You won’t want to mess with those settings once you’re in a match! People are likely to shoot you before they know that you’re not entirely there.

MULTIPLAYER-SPECIFIC OPTIONS

Go into your Keyboard or Controller options and look at the commands that are Multiplayer specific.

Quick Grenade isn’t available during the normal campaign. This command makes it much easier (and faster) to toss grenades at your enemies. Use that to get things done quickly when you’re ambushing targets, attacking

their vehicles, or just making life more difficult against people nearby.



Support Bonuses are extremely important. As you play each match, you get a chance to pick up Dog Tags from enemies that have been slain. Every two or three Dog Tags get you the option to load a Support Bonus. Pressing this button activates those bonuses, giving you a burst of experience and a perk that makes it easier to accrue additional kills on your current streak.

All Chat, Team Chat, and Voice Push-to-Talk options are for communication. Be careful with All Chat; using that lets you talk to everyone in your current match. Don't reveal anything that's going to make it obvious where you are or what you're doing.

Stick to Team Chat most of the time. Teams that communicate well will almost always defeat teams that operate as a group of rugged individuals. Even skilled players can't overcome good teamwork by their opponents.



The Scoreboard lets you see the other players in the match (their names, scores, and such). Check this if you get killed or if there's a lull in the fighting. It's better not to obsess over kills, deaths, and experience totals. The best way to win is to play well, relax, and focus on your objectives. Not only will this make you a better team player, but it'll keep you from getting overly invested in each match, which can ruin your enjoyment.

YOUR PLAYER PROFILE

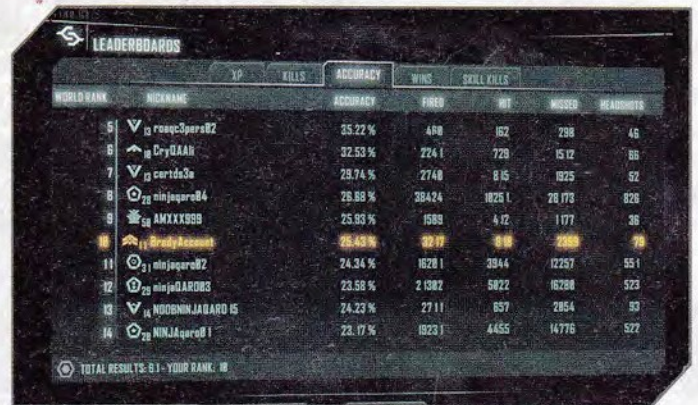
Use your Player Profile to see how you've been developing as a competitive *Crysis 3* player. Use "Service Record" to open a menu with details about almost everything that you've done in the game: Combat stats, streaks, skills, bonus use, Nanosuit modes, vehicles, weapons matches, and more.



LEADERBOARDS

The Leaderboards let you compare your stats with other players. If combat isn't enough competition for you, this is where you can really humble yourself. There are quite a few other people out there, and it's pretty hard to make it to the top of the pile.

It's possible to set the Leaderboards to show only you and people on your friends list. This is a good way to do things if you don't really care about players that you don't know.



PROGRESSION AND UNLOCKS

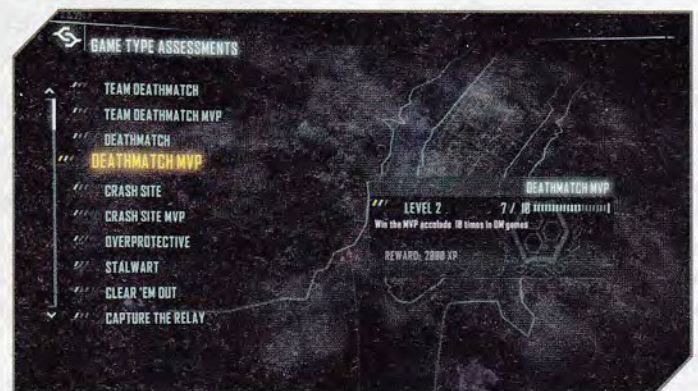
Experience lets you gain access to more weapons, attachments, and modules as you level up your character. Click on Progression and Unlocks to see your current rank, its icon, and what you've unlocked already. Scroll up through the page to see what's still ahead!



SKILL ASSESSMENTS

These fun challenges let you gain extra experience for completing myriad goals while playing the game. The system tracks almost everything you do, so there are rewards for almost every activity.

Participation in matches, kills, skills, modes, modules, and game types all factor into this system. At first, you're best off playing whatever you like (without worrying about the skill assessments). Later on, when you've started to complete quite a few of these, you may want to look through the skill page and figure out where you're lacking.



DOG TAGS

Dog Tags are a way to customize how others interact with your character. When you're slain in battle, people pick up your Dog Tags. The more you customize these, the cooler an impression you make.



Look through the huge selection of Dog Tags. Many of them are locked initially, but various goals unlock more and more as you play. Vary the maps, game modes, and weapons you use to get more Dog Tags. Once you've found some that you like, click on them to set a specific Dog Tag as your current one. Then, use Toggle Frame to determine what color and style to use as a frame for the tag itself.

CLAN TAG

If you're a member of a gaming clan/guild/etc., this option at the bottom lets you modify your name so that your clan's tag is shown when people interact with you.

CUSTOMIZE EQUIPMENT

Once you've reached rank 5, an option unlocks that allows you to customize your character's equipment. Go here between matches to switch around the things that your character takes into battle. There are four categories of items that you get to control.

PRIMARY WEAPON	YOUR MAIN FIREARM
SECONDARY WEAPON	OFTEN A SMALLER SIDEARM THAT IS USEFUL BETWEEN RELOADS OR WHEN YOUR AMMO RUNS OUT
EXPLOSIVE	A HIGHER-DAMAGE, BLAST-RADIUS WEAPON
MODULES	THREE ABILITIES THAT DRAMATICALLY INFLUENCE HOW YOU PLAY THE GAME



You start each match with your primary weapon at the ready. These guns determine your ideal range for engagements, your damage output, and so forth. Find the weapons that match your playstyle. If you're not sure what to use, play around with the default "classes" that are available and see which of those are the most fun for you.

Secondary weapons and explosives provide more options and backup plans. You won't have many of these to choose from at first, but once they fill out you get to have some real fun. Explosives are usually geared for a specific situation. Flash Bangs and Smoke Grenades disrupt enemies. JAWs take out vehicles decently at range. R.E.X. Charges set up traps for people and vehicles.



Your module selections are the most important of all. They specialize your character toward different combat styles. Each module has three tiers. Killing enemies while that module is selected gets you closer toward the higher tiers, when greater bonuses are unlocked.

Look through these modules to find the trio that makes you the best at whatever you plan to do. Don't select bonuses that conflict with each other. For example, Aim Enhance makes your weapons more accurate when using sights. Combining this with Point Fire Enhance is wasteful. Sure, you get more accurate fire whether you're shooting from the hip or aiming down sights, but is that really what you want?

It's better to decide how you want to fight and stick to that theme all the way. You have multiple class slots for your profile, so go ahead and make a fast-running, fire from the hip kind of character. Then make a second class that aims down sights, and lines up shots. Rename your class once it's ready. This makes it much easier to switch between your playstyles after you've logged into a match.



JOINING MATCHES

There are two ways to start playing: Join Match and Quick Match.

JOIN MATCH

Join Match gives you maximum authority in figuring out where you're going to play. Select this to open a window that shows all the servers available. You can then limit your search by typing in specific server names and through filters (select at the top of the screen). You can search for specific game types, modifiers, maps, ping times, and many other options.



If you have favorite servers, this is also where you go to get back to them. The menu also has a tab for recent servers, so you can pop back to places where you had a good time even if you forgot to make them a favorite server. When you find something that looks fun, click on that server.

QUICK MATCH

Quick Match is more aggressive. It lets you toggle a few settings and then hurry into the first server within those parameters. Ranked matches let you get experience and complete challenges; unranked matches are for practice.

Otherwise, the filters are similar but less specific than those you'd find in the Join Match area. This is just a way to start fighting as quickly as possible. Use it when you're not as picky about who you play with or if you only have a few minutes to play and want to get into the action as soon as possible.



GAME MAPS, MODES, AND RULES

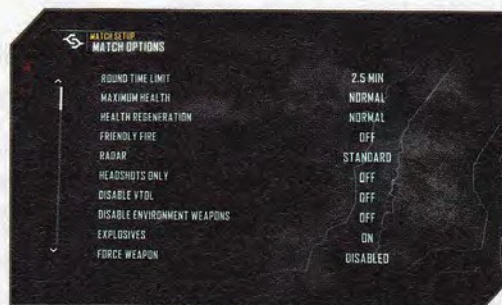


As servers are setting up, they can alter the game ahead in many ways. Selecting a map is the most basic. There are 12 maps in the base game, and these cover

a decent spread of territory. Some are larger and more open; others are tight and favor close-quarters combat. You should switch your classes to fit the map at hand rather than trying to force your playstyle to work in every situation.

After map selection, servers choose a game mode. There are eight of these:

- > Team Deathmatch
- > Deathmatch
- > Hunter
- > Crash Site
- > Spears
- > Capture the Relay
- > Extraction
- > Assault



Each mode has different objectives for victory, so the game changes dramatically from one mode to the next even if you play on the same maps and with the

same players! The most specific functions are altered by the rules of the match. Standard rules keep damage, radar mechanics, and energy in a neutral position. Maximum rules set the game for an intense firefight with high damage and very little on-screen information. Custom games toggle many rules individually.

CUSTOM RULES

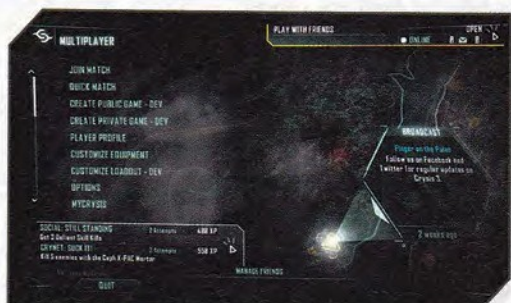
There are 21 individual rules that servers can switch around.

These influence the duration of the game, health effects, regeneration, and much more. It's useful to learn what these settings are so that you can tell what's going on in a custom match.

RULE	SETTINGS	DEFAULT
ROUND TIME LIMIT	FROM 2 MINUTES TO NO LIMIT	2.5 MINUTES
MAXIMUM HEALTH	5% TO 500%	NORMAL
HEALTH REGENERATION	NO REG TO FAST	NORMAL
FRIENDLY FIRE	OFF, SELF INFLECT, PARTIAL DAMAGE, OR FULLY ON	OFF
SELF INFLECT DOES DAMAGE TO THE PERSON WHO ATTACKS THEIR TEAMMATES. PARTIAL DAMAGE AND FULLY ON DO DAMAGE TO THE TEAMMATE(S) THAT IS BEING ATTACKED.		
RADAR	OFF, SHOW ALL, STANDARD	STANDARD
HEADSHOTS ONLY	OFF/ON	OFF
THIS RULE DISABLES ALL DAMAGE EXCEPT FOR HEADSHOTS.		
DISABLE VTOL	OFF/ON	OFF
REMOVES THE VTOL FROM THE MAP.		
DISABLE ENVIRONMENTAL WEAPONS	OFF/ON	OFF
EXPLOSIVES	OFF/ON	ON
FORCE WEAPON	DISABLED OR CHOOSE A SPECIFIC WEAPON	DISABLED
THIS RULE FORCES ALL PLAYERS TO USE A DESIGNATED WEAPON.		
INFINITE AMMO	OFF/ON	OFF

RULE	SETTINGS	DEFAULT
INFINITE STEALTH MODE	OFF/ON	OFF
ALL PLAYERS START OFF CLOAKED AND REMAIN THAT WAY THROUGHOUT THE ENGAGEMENT.		
WEAPON CUSTOMIZATION	OFF/ON	ON
NANOSUIT MODULES	AUTO ARMOR ONLY, NO AUTO ARMOR, OFF, ON	ON
THIS SETTING IS USED TO RESTRICT AVAILABLE NANOSUIT MODULES.		
FATALITY BONUS	OFF/ON	ON
WHEN THIS IS TURNED OFF, PLAYERS NO LONGER RECEIVE BONUS EXPERIENCE FOR KILL STREAKS.		
AUTO-ASSIGN TEAMS	OFF/ON	ON
DISABLE CEPH WEAPONS	OFF/ON	OFF
DISABLE PINGER	OFF/ON	OFF
MINIMAL HUD	OFF/ON	OFF
WHEN TURNED ON, THIS RULE LIMITS THE AMOUNT OF INFORMATION ON EACH PLAYER'S HUD.		
KILL REPLAY CAMERA	OFF/ON	ON
SPECTATOR CAMERA	OFF/ON	ON

PLAYING WITH FRIENDS



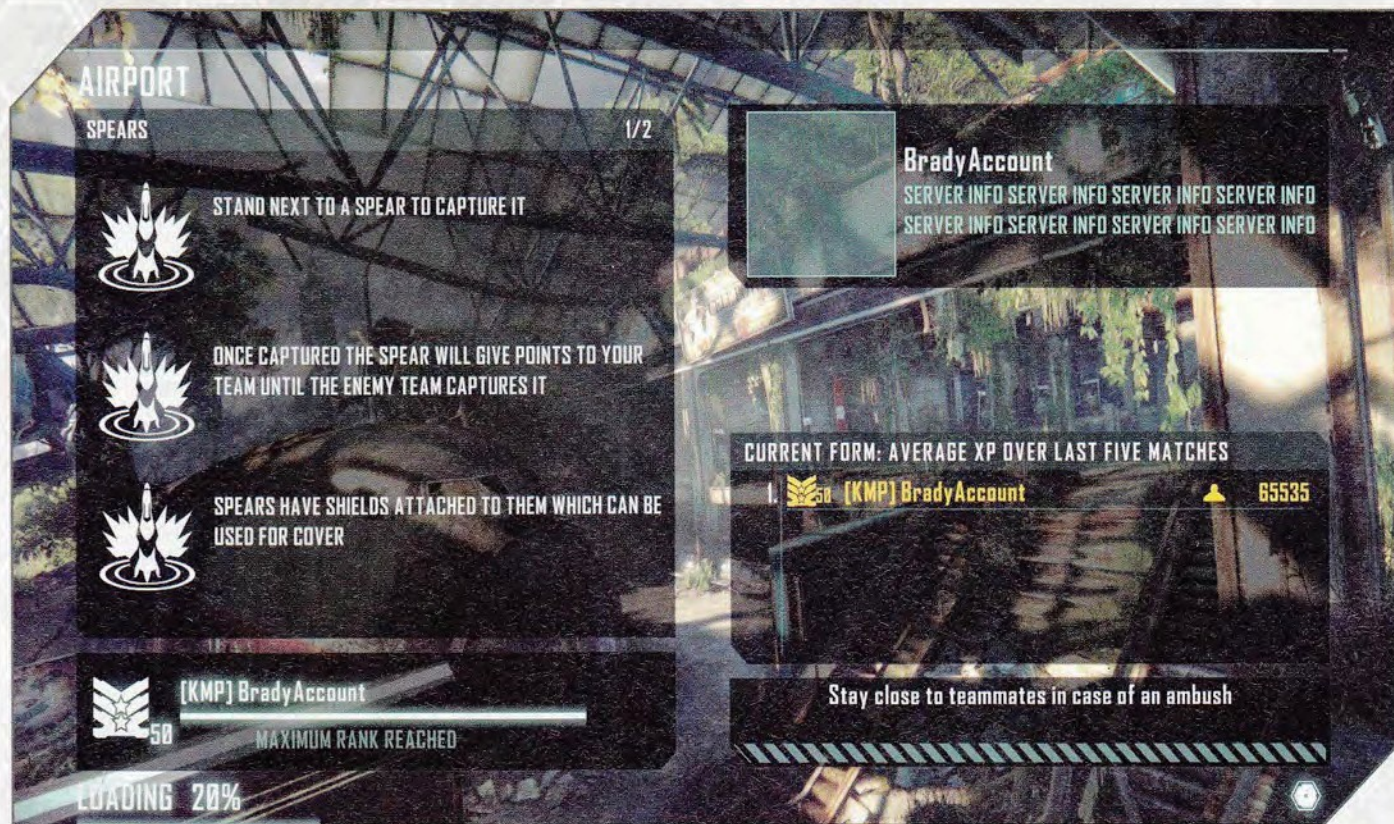
Go back to the main menu and look in the upper right. A bar there shows how many of your friends are currently online. Click on this bar to go and read your messages, to add new friends, or to form a squad.

You can set squads to allow anyone (public) or to restrict them to friends. For even more restriction, set a squad to private so that only people you directly invite can join.

Playing with friends is a good way to improve your skills at the game. It's easier to work on communication when you're dealing with people that you know (whether from playing together online or from real-life interactions). The more you deal with anyone, the easier it is to develop routines that improve your in-game performance. Trade ideas, work together, and watch how much easier everything becomes.

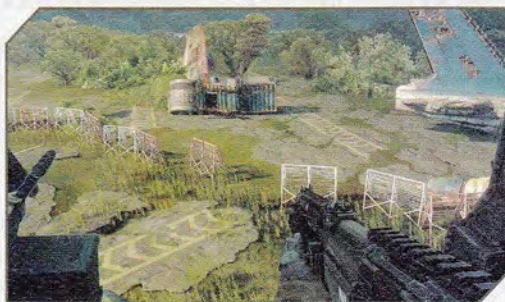
MASTERING GAME MODES

Each Game Mode has its own goals, point system, and tactics. Getting good with one or two of these doesn't necessarily help you master all. You need to practice every Game Mode to be at your best. Doing this also helps you get bonus experience from completing various challenges!



TEAM DEATHMATCH

Team Deathmatch is one of the simpler and more recognizable modes in *Crysis 3*. Players are divided into teams, and each side is trying to kill faster than the other. The first side to reach a set number of kills becomes the victor. If time runs out, the side with more kills is victorious over their enemies.



Because this is a kill-based mode, some players mindlessly destroy everything in sight. That isn't an ideal plan unless you're an amazingly good player. The problem is that aggressive players die more often, and that hurts their team unless they're getting a massive number of kills in the process. Someone who gets 5 kills in a match without dying is preferable to another player that kills 20 targets but gets killed 18 times in the process.

There is a solid middle ground that each person must strive toward. Don't camp in a remote corner for the entire match, hoping that wounded targets will frame their heads in your crosshairs. Instead, use a modicum of caution while patrolling for targets.

Use voice chat to talk to your team, find out where enemy targets are located, and approach from multiple directions with your allies.

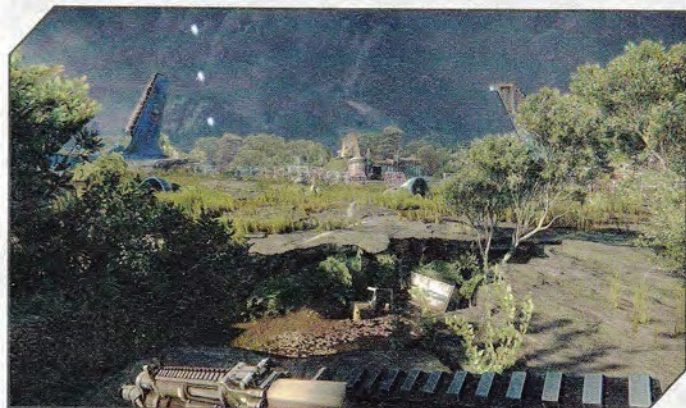
Outflanking pockets of enemies is the absolute best way to kill them without taking many casualties.



If you're alone and spot enemies that are coming your way, back off and use cover, Armor Mode, or Stealth Mode to avoid heavy firefights. Delay your enemies until their aggressive action brings more killers out of the woodwork. Once people start to fire at their sides or back, they'll break and become much easier targets to pick off.

At least one person on a team should act as a scout. Surveillance is the perfect module for this. Tag players by highlighting them with your scope, and watch them get eliminated in short order. Getting tagged is a big deal; it's hard to ambush anyone (and avoid being ambushed) when people can see where you are. This is a huge boon to your team, even if you aren't the one killing these guys. Find a good vantage point, use Stealth Mode, and tag everyone you see.

If you're more of a ground pounder, at least try to fight using the buddy system. Instead of going out on your own, pair up with a teammate and look for trouble together. Stick with that person, attack the same targets, and watch their backs. All things being equal, two people are far more likely to kill whatever gets in their way than a solo person. This reduces team deaths on your side, even if it somewhat limits your ability to get kills just for yourself.



DEATHMATCH

The goal in regular Deathmatch is the same (get kills and try not to die). However, there are no teams to worry about. You're forced to fight by yourself, and victory is only possible if you reach the kill goal before anyone else—or at least get more kills than anyone else before the timer runs out.

Deathmatch isn't as complex as Team Deathmatch. There aren't as many sets of modules that are useful. For this type of game, you need to make your character self-sufficient. Bring a mix of weapons and modules that makes it easier to kill enemies without any assistance.



If you're a stealth player, try Phantom, Hunter, and Scout or Maneuverability. With this combo, you can move around the map relatively undetected. Use your cloak to set up ambushes against unwary victims so that you're quite likely to win your engagements. Kills usually take longer to set up (compared with someone who runs in and starts firing immediately), but your deaths will be few.

Aggressive players should combine Weapon Pro, Rapid Fire, and Aim Enhance. You might be taken out by stealthy characters with some regularity, but direct kills are extremely fast and reliable with these modules in place. Bring a weapon that capitalizes on high-speed killing: an LMG, submachinegun, or assault rifle. All of these rip through targets without delay, giving you a chance to get a kill and sprint off before too many people arrive to pick you off.



Snipers need a long-range weapon with modules such as Proximity Alarm, Retriever, and Expanded Arsenal. Using these, you're able to detect when someone

is getting close enough to threaten your sniping spot. Retriever allows you to collect Dog Tags and access support bonuses without exposing your position. Expanded Arsenal gives you the ammo you need and a backup weapon so that you aren't forced to use a sniper rifle at every range. Bring something that's good at close-quarters combat, in case you're driven into narrow hallways or tunnels.

HUNTER

Hunter is a mode with very specific rules: you won't benefit from having high rank, different weapons, or specific modules. For this reason, Hunter makes a decent choice as your first Game Mode while getting used to multiplayer, especially if you buy the game weeks or months after release. Other players might have several more weapons and modules than your character, but it won't give them an edge here!

Teams are created at the beginning of the match, and the players switch off playing as CELL operatives or Hunters. The goal is for CELL troops to survive for as long as possible. They get points for staying alive (though they also get bonuses for killing Hunters). The other team must kill all the CELL operatives as quickly as possible. Kill often as a Hunter and survive longer as a CELL trooper to dominate the leaderboard.



BEING A HUNTER

Hunters all have the same gear. They have permanent Stealth Mode, high-speed movement, and Predator bows. They can kill CELL players with a single hit, and their radars detect CELL players as if Maximum Radar were turned on at all times. This means that no one on the CELL team can hide for long. It's more of a running game with temporary shelter than a match of hide and seek. Hunters respawn if killed, so they get multiple bites at the apple during their phase. Aggressive play is heavily to their advantage.

Use your stealth to great effect. Sprint through areas at high speed without much fear of discovery, and beeline toward packets of CELL troops. Pick off any crazy players that are out in the open as soon as possible (they won't live long, so make sure that you're the one killing them)!



Then, start focusing on individual targets when the easy prey is already slain. Pick one of the blips on your radar and watch it briefly. Instead of simply chasing foes, try to figure out where they're going. Cutting off your victims is a better way to score kills. You end up with more time to aim at them because the people run through your position rather than sprint away from it.

CELL OPERATIVES

At the beginning of a match, CELL operatives have a few moments to choose their gear. There are three types of operatives, and each has a few perks.

CELL RANGER	
PRIMARY WEAPON	TYPHOON
SECONDARY WEAPON	M 12 NOVA
EXPLOSIVE	EMP GRENADE
MODULES	NANOSUIT SENSOR, MOTOR STABILIZATION IMPLANT, WEIGHTS TRAINING

Rangers are capable fighters at short or medium range. They have Typhoons and a module for reducing recoil, making them deadly if you can spot your enemies early. Stay out of the open and throw your EMP Grenade as soon as you hear your Nanosuit Sensor go off and have a fairly educated guess about which direction the enemy is using for their approach. Blast the target if they're uncovered, or run for your life if you were wrong about where the Hunter is located!

Rangers can rip shields off of environmental targets and use them for limited defense. If you do this, put your back and sides to a wall, and wait for the Hunters to come into your cubby. This is a last-ditch move, but a well-thrown shield can take out a Hunter and buy you more time!



CELL SNIPER	
PRIMARY WEAPON	DSG-1
SECONDARY WEAPON	AY69
EXPLOSIVE	R.E.X. CHARGE
MODULES	NANOSUIT SENSOR, REFLEX STIMULUS PACK, ELECTROMAGNETIC VISOR

Snipers are the highest-risk selections in the CELL lineup. They're equipped with long-range weapons, and it's hard for them to see their targets unless the enemies shoot at them first! When that happens, you visually track the trail back to the attacker and kill them before they fire again or find cover. If ambushed at close range, switch to the AY69 and hope for the best.

This is a tough role compared with the Ranger or Close Quarters versions, but it gets a bit better in larger matches (when enemies are firing at even more targets). You get more opportunities to pick off Hunters while they're killing your buddies.

The good news is that your R.E.X. Charge is effective for trapping the approach to a smaller hallway or room. Use that to take down the first Hunter that comes after you. Put the device right around a corner so that the attacker won't have long to react.

CELL CLOSE QUARTERS SPECIALIST	
PRIMARY WEAPON	ALPHA JACK
SECONDARY WEAPON	MAJESTIC SIX
EXPLOSIVE	EMP GRENADE
MODULES	NANOSUIT SENSOR, LIGHTWEIGHT COMBAT VEST, JAMMER

Close Quarters specialist weapons have high burst damage at close range. That's perfect; you won't usually get to fire on Hunters when they're far off because of their permanent stealth. Use your shotgun to rip apart any Hunter that gets close enough to see, and then run away before more of them arrive.

Because of the Lightweight Combat Vest, Close Quarters troops are faster at running around the levels (compared to the other operatives). This makes it possible to run and dodge quickly, staying almost ahead of the Hunters as long as you know the areas well and can change levels vertically without thinking about where you're going. Make sure that the Hunters have to constantly waste their aim time by running into and out of cubbies, rooms, and halls. The more you break their line of sight, the longer you'll live!



This operative has a Jammer that disrupts Hunters' radars. They still spot you at long range, but it's hard for them to get a lock on you once they get closer.

That's enough of an edge that you can win a few more engagements and gives you a bit more room to scoot away before they can properly line up a shot.

BEING PART OF CELL

CELL operatives have only one life to live, so they're in the hotseat the entire time. It's rather exciting (and stressful) to run around the map knowing that invisible people are tracking you, from stealth, and can one-shot your character at any time. Be aware of your surroundings, don't run in straight lines, and use unpredictability as your greatest asset.



Zig-zagging as you run is important, but don't make a simple pattern of this. Left-right-left-right-left is too easy for attackers to anticipate. Vary the amount

of time that you spend moving in any given direction. This makes a huge difference for your survivability.

Don't spend much time out in the open. You can't go into stealth, so it's too dangerous to give everyone a good line of sight. Favor hallways, tunnels, and indoor areas with as many avenues of escape as possible. Look for shimmering outlines so that you can spot Hunters as quickly as possible, and try to flee from them or set up ambushes if they've already gotten too close to you. The last CELL operative alive gets a big bonus to their point total.

CRASH SITE

Crash Site is a mobile King of the Hill game where two teams compete by racing after pods that fall from the sky. You get points for standing within a pod's area of effect (shown as a light circle on the ground). Eventually each pod blows up and you have to find a new one.

Pods show up on your HUD and on your map. It's always easy to find them, but that's true for everyone in the match. Enemies are just as likely to race after them as you are, so speed isn't always the best way to get points. People arrive near the pod very quickly, and being the first team into each one's radius won't necessarily win you the match. In fact, a poor deployment around the pod may get your people killed!

Instead, try to approach each pod from several angles. Watch your team as they start to push toward a pod, and break off if everyone is blindly rushing together.



Get around to the far side of the pod and come in with stealth. If the enemy team starts a standup fight with yours, it's possible to outflank them and come in for a disruptive attack.

When the enemy seizes the pod before you arrive, stay calm. Rushing up to an entire cluster of people is a sure way to be gunned down. Wait for more allies to filter in, then go after the other team. You don't have much time before the pod detonates, so every enemy killed is gone for long enough to make a substantial difference. Pick off the outliers and then try to get your people in there to score points.



Each pod has several shield panels attached to it. Mobility isn't a big issue if you're standing near the pod (because everyone already knows where to look for you). As such, the panels make decent shields. Rip them off, turn on Armor Mode, and survive enemy attacks for as long as possible. Use the pod itself to block line of sight against direct attacks, but expect explosives to come into play.



For this reason, the team holding the pod should have a single person hang back. Have them hide, snipe targets, and eliminate incoming

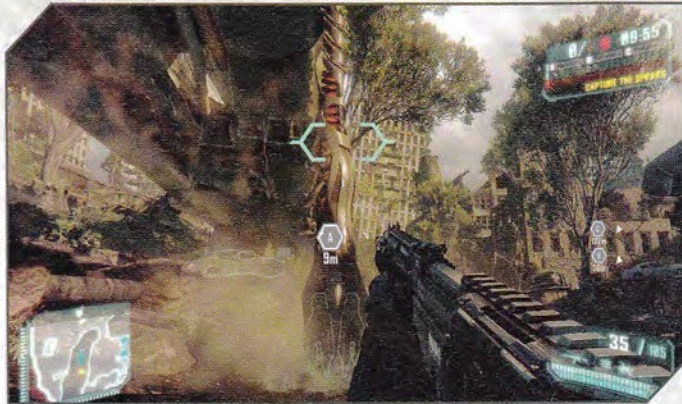
enemies when it's convenient. Then, if the team around the pod is lost, they have a chance to retake the position if the enemies don't have many people nearby. They can at least let the team know what's going on even if they can't grab the site ("They have five guys there now; let's just group up and get ready to take the next pod").

This role is best taken by someone with sniping weapons and/or stealth skills. Direct attack players are better off holding the pod itself.

SPEARS

Spears is another territory control Game Mode. Instead of being mobile like Crash Site, this mode focuses on fixed points of interest. The Spears are deployed at the beginning of the game and are neutral. Each team is trying to seize the Spears by getting one (or preferably more) people around them. This captures the Spear for their team. Then, the Spear begins generating points for the team that captured it.

Look at your map to see where all three Spears are located. They'll be spread around the region, and you might not have line of sight between any of them. Thus, it's often impossible for one person to handle attack and defense for all of these sites.



Instead, your team must divide its attention between holding the Spears you already have and taking ones that aren't yet in your control. You want to have two of the three Spears for as much of the match as possible. Sure, you can get all three of them if the other team isn't playing well. But that's not a concern; if you're playing against such weak opponents that they can't even seize a single Spear, you should win no matter what you do. In more challenging and interesting matches, the decision is whether to take two Spears and hold them or to use a mobile attack force that roves between all the Spears.

Take and hold is a common strategy for teams. They're playing mathematically. If they have two sites and the other team only has one, they figure that the points are heavily in their favor. That's true, but take and hold has a big downside. The other team only has one site, so they can afford to send most (or perhaps all) of their people to attack either of the other Spears. They'll hit with sudden and intense ferocity, often eliminating any defenders before any reinforcements can arrive.



If you plan to hold two sites, it's essential that you have scouts watching the enemies at all times. If you find them grouping for a large attack inform your team immediately. "5 Guys coming at B!" This allows your team to organize either a defense at B or a sneaky run at the other side's original Spear so that the other team gains B but loses A in the process. They'll still be losing, and you won't have to risk a desperate defense.

Mobile attackers lose their Spears more often, but they gain new sites quickly and easily. This style of play is active, good for experience (because of the constant battle and capture bonuses), and easier to control. Teams that use defenders to hold their sites sometimes have trouble because gamers don't like defending. They'll leave their posts unless they're attacked, and stealthed enemies can steal the sites without a fight when that happens.

CAPTURE THE RELAY

This is *Crysis 3*'s version of Capture the Flag. The players are divided into two teams, and each side gets a base. The back of the base has a relay that the other team wants to capture; they have to grab yours and bring it all the way back to their base to score a point.

Note that your relay must be in its original position for your team to score. Defense allows your team to frustrate enemy efforts, kill their attackers, and at least call out the position of attackers even when defense fails.

If you're confident of victory, have the majority of your players stay on offense. Push hard into enemy territory, get the relay, and try to kill their relax runner while returning (if the enemy even gets their hands on the relay in the first place).

For tougher games, it's better to mix up your team's roles. Stay on heavy defense at first. Have your players fight hard in the middle of the map and

then collapse back to eliminate anyone who gets through to attack your defenders. This is irritating to the other team. They'll attack more and more aggressively. Once their attacks start becoming erratic (two at a time here, then a random guy, then a few there) you're ready to push back on offense. Take advantage of the other team's frustration and hit them hard. Should that fail, fall back into your full defense for a while. If nothing else, you can score quite a few kills while waiting out your opponents.



Don't just have a random player by your relay runner. Escort the runner with snipers and skilled gunners. Have the runner be someone who can move quickly, dodge well, and rely on modules for speed, stealth, and survivability. Maneuverability, Detonation Delay, and Ordnance Alert are all helpful for this task.

Runners can't use their primary weapon, but they shouldn't be fighting much anyway. Armor, stealth, and speed are their best tools. Rotate through these to find the best solution for each situation. Sprint back toward your base to avoid a heavier enemy response. Turn on Armor Mode when enemy fire can't be avoided, and cloak if you're out in the open and need a little more time before you get to cover.



Defenders should use stealth, Surveillance, and sniper weapons. Tag enemies at range, let everyone know where they are, and then try to kill the attacker. If you succeed, that's great. Failure doesn't hurt the team as much because you already made it easier to track and kill the enemy. That's a huge advantage!

EXTRACTION

This mode is similar to Capture the Relay, but teams trade off defending and attacking. The attackers start on one side of the map and must push toward the enemy base. Inside, there are two Power Cells. You can steal either one of them. Once you do, the defenders must stop your Power Cell runner from getting back to an extraction point on the attackers' side of the map. The extraction point, a helicopter, always stays in the same location. The runner can only use their secondary weapon, and they'll race to the extraction point as best they can.

Defenders don't need to worry about offense except as a means to thin the ranks of their opponents. Keep most of your defensive team around the midpoint of the level. Kill incoming attackers, and watch carefully for stealthers; they'll try to sneak past you all the time. Have your sniper tag as many people as possible so that other defenders know where to hunt.



Once a Power Cell is stolen, your HUD reveals the position of the runner. The attackers can't steal the other Power Cell during this period, so focus your full attention on stopping the runner. Have direct attackers go after the runner, while snipers and stealthers attempt to get ahead of the runner to cut off their escape. Because the extraction point is fixed, runners must cross a set amount of open territory before getting to it, and that leaves them vulnerable to attack. Expect at least one enemy to take advantage of this distraction; they'll go to your other Power Cell and wait by it in case the attack fails.

When a runner is killed the defenders must protect the Power Cell until it returns to its base. This takes more than a few seconds, so the attackers have a real chance of getting a new runner into position. Watch the approach to the device carefully, using both short- and long-range weapons to protect it. That way it's much harder for enemies to sneak up and assassinate your defenders. After the time limit runs out, the attackers become the defenders.



There isn't as much give or take in Extraction compared with Capture the Relay, so players get more fighting without as many tactical concerns.

ASSAULT

Assault is like Hunter in that your normal weapon loadouts are not taken into consideration. Every player is given a choice in their loadout based on their team. Defenders have superior weaponry but lack Nanosuit powers. Attackers have all Nanosuit powers but carry mediocre weapons.

The goal is for the attacking team to download data. They can use any of the computers that are located in defender territory to do this (the computers are labeled A through E). Data are downloaded in increments, with the match ending when 100% of the data has been gathered. Defenders are there to stop the attackers from doing this. It may sound simple, but it's usually not.

For one thing, last man standing rules are in effect. If your character is killed, they won't respawn until the next round. That makes everyone more conservative when they're playing Assault. To make things worse, defenders can see when their computers are in use. They'll quickly respond and try to kill any enemy near those terminals. Stealth won't save you forever, so speed and teamwork are your only hope.

ATTACKER ROLES

ARMOR STYLE

PRIMARY WEAPON	HAMMER II
SECONDARY WEAPON	N/A
EXPLOSIVE	N/A
MODULES	AUTO ARMOR, WEAPON PRO, POINT FIRE ENHANCE



Armor Style attackers are the frontline for the attacking team. Use Armor Mode and direct attacks to kill defenders and keep them focused on you. This gives the other attackers more room to download data and complete the mission.

STEALTH STYLE

PRIMARY WEAPON	M 12 NOVA
SECONDARY WEAPON	N/A
EXPLOSIVE	N/A
MODULES	PROXIMITY ALARM, HUNTER, PHANTOM



Stealth Style attackers sneak into the enemy base, use computer terminals, and eliminate defenders with sudden stealth attacks. These guys aren't very powerful in a direct engagement, so keep them hidden and rely on Stealth Kills as their primary means of attack.

POWER STYLE

PRIMARY WEAPON	AY69
SECONDARY WEAPON	N/A
EXPLOSIVE	N/A
MODULES	MANEUVERABILITY, DETONATION DELAY, POINT FIRE ENHANCE



Power Style attackers rush the enemy base and kill their targets with close-range attacks. Get to close range and unload with the AY69.

Use Armor Mode if you come under fire, or activate it when you get into position. Otherwise, let speed be your greatest asset in breaking enemy line of sight and getting around enemy forces.

ATTACKER TACTICS

Attackers can either try to use the computers directly or eliminate the defenders to win each round. Armor Style attackers should use their survivability to distract the defenders. Use cover, armor, and range to draw their attention. Power Style attackers should wait for an opening and then sprint around the enemies. Get into corridors, cubbies, and other close-quarters conditions with them, and then kill these soft targets before they bring their superior weapons to bear.

As this happens, Stealth Style players can infiltrate the enemy base. Using patience, their goal is to score Stealth Kills against distracted enemies. Once their numbers are down, use the computers to begin downloading data. Armor Stylists move forward at this point and protect the downloading operation, and hopefully a win is imminent.



DEFENDER ROLES

RANGER

PRIMARY WEAPON	FY71M
SECONDARY WEAPON	M 12 NOVA
EXPLOSIVE	EMP GRENADE
MODULES	REFLEX STIMULUS PACK, CARBON FIBRE BRACERS, MOTOR STABILIZATION IMPLANT



Rangers are high-accuracy gunners at short or medium range. They're a good offensive choice if you want to patrol, watch over multiple computers, and support other players on your team. You might not get as much glory, but you also have a somewhat safer job.

TROOPER

PRIMARY WEAPON	MARSHALL
SECONDARY WEAPON	M 12 NOVA
EXPLOSIVE	EMP GRENADE
MODULES	JAMMER, LIGHTWEIGHT COMBAT VEST, REFLEX STIMULUS PACKAGE



Troopers risk it all. They're armed with close-range weaponry, high speed, and radar jamming. They're there to charge computers that are in use, toss EMP Grenades, and eliminate anyone they uncover. It's highly risky to select this role, but you're a core part of the team's effort to expose and kill incoming attackers.

CLOSE QUARTERS

PRIMARY WEAPON	TYPHOON
SECONDARY WEAPON	M 12 NOVA
EXPLOSIVE	EMP GRENADE
MODULES	MOTOR STABILIZATION IMPLANT, ELECTROMAGNETIC VISOR, CARBON FIBRE BRACERS



Close Quarters defenders suppress and kill enemies. Their Typhoons give them more bullets to coat an area where defenders are hiding. This makes it easier for Troopers to move in and get the kills. Troopers and Close Quarters operatives work well in concert.

DEFENDER TACTICS

Once you select your role, deploy and look around the map. Seek cover as soon as you can, and remember that your enemies have access to stealth. Even if you don't see them, they're out there!

Don't let early attackers draw you away from your base or your support. Stick with the other defenders and respond carefully to provocation. Your opponents can easily gain the element of surprise, and that's what they need to defeat you. Use EMP Grenades to expose enemies, knocking them out of Armor or Stealth Mode, and then finish them quickly with your high-power weapons.



There are usually too many computers to defend perfectly. Don't let that unnerve you. Sprinting willy-nilly across the map makes it too easy for Armor/Power attackers to pick off your people. Stay with a buddy or two, approach battle or hacked terminals carefully, and go for kills. The attackers are the ones fighting against the clock.

MULTIPLAYER TACTICS AND MECHANICS

Many multiplayer skills develop over time, but it helps to understand the underlying tricks and tactics that are a key part of this gameplay.

UNPREDICTABLE MOVEMENT

The first tool at your disposal is in how your character moves. Standing still without Stealth Mode is a great way to get shot. The more you move, the harder you are to hit. The more erratically you move, the better. Running in straight lines makes you an easy target. Strafe left or right while moving, or change direction as you move. Do it a little bit all the time, in case you're being watched by someone (even if you aren't sure anyone is watching). Increase its intensity if you come under fire. Hurry toward cover, but do it unpredictably!



GETTING AROUND

There are many factors that impact your speed in *Crysis 3*. Crouching, Armor Mode, Stealth Mode, and heavy weapons slow characters down. Sprinting and the Maneuverability module speed people up. If you're already where you want to be, it's fine to pop Armor Mode, crouch, and move slowly. These things help your character defensively. However, they're a major detriment if you rely on them all the time. You might need to get to a vehicle, an alien weapon, cover, or an objective. When this happens, speed might be more important than your immediate safety.

For example, you hear the announcement that a Pinger has spawned on the map. Of the people bee-lining toward it, someone who is sprinting might get shot and killed before they get there, but it's most likely that they'll arrive before anyone else as long as they don't get shot!

It's all about risk versus reward. When you need to get somewhere quickly, be prepared to toggle off Armor Mode and sprint to your goal. For this reason, you should keep Armor Mode close at hand. Keep a finger over the key/button for Armor Mode once you toggle it off, and press the button again the moment you hear or see nearby gunfire. This is much more effective than Armor Mode because it doesn't waste any of your module slots.



AIMING

Headshots are the bread and butter of multiplayer engagements. Everyone worth fighting is able to keep most of their bullets on a target, so you need an edge if you expect to win more of your fights. Headshots are harder to pull off, and you should expect to miss more often when you go for them. But, they pay off in spades when they hit!

This is why you should aim for the upper chest and neck when you start a sudden battle. This allows you to start putting damage on the target, and then drag the cursor up to the head as you're firing.

For snipers with more accurate weapons, even the first shot should aim for the head. This is because high-accuracy weapons are easier to control and often have lower rates of fire; you need to make each bullet count for more.





CHERRY PICKING

Honorable battles are rare in these games. You're more likely to succeed if you master a few dirty tricks. None of them are older than the art of cherry picking. This is when you enter an existing battle and kill off one (or more) parties involved while they are distracted by the existing fight. This tactic has the advantage of pitting you against enemies with potentially lower health, less attention to spare, and worse positioning.

Always look out for weapon's fire. Watch your mini-map and listen carefully to the sounds around you. Head toward the sound of action and see if it's to your advantage to attack. It usually is! In team games, you're better off jumping in to help friends because that raises the chance that they won't die and your team will be better off; even if your ally gets the kill, you still benefit.

In fully competitive games, you may be able to kill everyone involved in the battle. Aim for the target that's more exposed to score your easiest victory. After that, it's up to you whether to take on any survivors.

Snipers and stealth-based characters make excellent cherry pickers, but fast run-and-gun types can also do this well. Snipers do it by finding vantage points that look out over popular areas of the map. Runners do it by staying hidden while waiting near areas of concentrated battle. Look for chokepoints, areas near alien weapons and Pingers, etc.



HAVE MULTIPLE LOADOUTS

Your profile has several multiplayer loadout slots. Customize at least a few of these as soon as possible. You can't switch around your individual loadouts during a match, but you can swap one out for another if you find that one thing isn't working well. Create close-quarters and long-range configurations, then start to make more specific loadouts: a stealthy hunter, a suppression gunner for team support, a fast runner for relay work, and so on.



KNOW WHEN TO RUN

Not every engagement is winnable. Someone might attack you from the flank, have a better weapon, shoot at you from a range that isn't to your advantage, or whatever. Maybe there's simply a person on the field who is amazingly good, and you can't beat them without help.

Whatever happens, you need to know your limitations. Flee from battle if you think you're unlikely to survive. This frustrates your enemies, forcing them to pursue, charge through the field, and possibly expose themselves to additional attackers. Even better, their annoyance may screw up their concentration.

This doesn't even have to be a selfish act. In team games, you can help your allies by luring multiple enemies away from their positions by giving them the hope of a fun kill. Fire a few shots at these people while you're in Armor or Stealth Mode, and slip away once they realize what's going on.

Lure them into ambushes, into random parts of the map, and give your team the edge.

If you're good at toggling Armor Mode, remember to sprint with Armor Mode off when you turn a corner. Use a few seconds of speed to get ahead of your pursuers, and toggle it back on before your enemies come into the same hall. To keep up, your enemies will be forced to turn off Armor Mode as well. That means that they'll be vulnerable if you turn to ambush them or draw them into allied fire.

LEARN FROM YOUR DEFEATS

One of the more interesting features of the multiplayer mode in *Crysis 3* is its combat replay movie. During your respawn process, you are treated to your character's final moments—from your enemy's perspective. Use this to study your actions and figure out how you can improve. Were you ambushed from an unusual position? How were your movement skills? Could you have used your Nanosuit to better effect? Maybe your enemy did something novel or especially well that you can benefit from in your next engagement. Though the replay movie is brief, it can give you some good insights into your playstyle and that of your enemy's.

LEARN YOUR MAPS

There are plenty of maps in *Crysis 3*, but you still get a great idea of each one by spending an hour or two there. Thus, one solid week of play is more than enough to get a great idea of every area in the game. Note the locations for .50 HMGs, alien weapons, VTOL routes, potential Pinger spawn points, and areas to hide. Use this information in two ways: as means to better arm your character and as a way to aid in hunting other players. They're looking for the same things that you are! As such, you know where they will congregate.

Find areas with a good line of sight toward Reaper Cannons and kill the happy saps that come along to pick one up. They'll be distracted by the weapon, and you're free to start the fight in your favor. If no one comes along, take the weapon for yourself.



KILL/DEATH RATIOS AND OBJECTIVE-ORIENTED PLAY

Most maps have more than a few quiet, safe places to hide. If you need to get away from the battle for a moment, it's good to know these out-of-the-way spots. However, there's no reason to set up camp in them unless enough targets come by to make it worth your while.

Some players become obsessed with getting more kills than deaths (their Kill/Death ratio). You should ignore that, and focus on the objective at hand. In Deathmatch, try to get as many kills as possible. If that means dying more to get even more kills, do it. For Team Deathmatch, limit your deaths by sticking with allies. Support them, fight more conservatively, and feed on enemies that are more reckless.

In territory control modes (Crash Site, Spear, etc.) you must think about your role. Are you running a relay? Capturing Spears? Defending? Ignore your personal kill tallies and just do what you're supposed to do for the team. The experience will come in over time, and playing in this objective-oriented manner is going to make you better at the game.



DOG TAGS AND SUPPORT BONUSES

Collecting Dog Tags is important during most matches. Your character only needs to walk over the body of anyone you defeated to pick up these items. Doing so gets you their Dog Tags. These are used to purchase support bonuses throughout the match.

You need to get three (or more) Dog Tags in a row to unlock these bonuses. If your character dies, the Dog Tags are lost and you need to start over. Once you have three Dog Tags, a message appears to let you know that you can activate an ability, called Maximum Radar, by pressing a given key/button. Do this at a time when you think it would be useful to see all the enemies on the field. Their positions are indicated by red marks, making it easier to find targets and start battles when it would be in your favor (for example, when an enemy is moving away from you, so you know that you'd be coming out behind them). All support bonuses grant extra experience when used, so hoarding them isn't useful. Pick your moment, but don't let these useful powers go to waste! There are several types of support bonuses.



MAXIMUM RADAR

Your character can see all enemies on the field. This lasts for long enough to get you a few kills, and there aren't many bad times to use it. There are no downsides to having this knowledge.



SWARMER

Your character gets a sudden heavy weapon drop, a missile launcher with three shots. Each of the volleys unleashes a wave of tracking missiles that are able to obliterate vehicles, groups of players, or anything else that gets in your way. Because the launcher is a large weapon, you shouldn't use this power until you are coming up on an area with likely victims (unless you have Heavy Weapons Pro slotted as a module, in which case there are no downsides to using the bonus instantly). When the weapon is empty, you drop it and go back to your normal weaponry.



To aim the missiles, keep your cursor over the intended target and track their movement. A single shot is more than enough to kill most enemies, but large groups or Pingers are worth an extra squeeze of the trigger.

EMP BLAST

Using this bonus instantly sends an EMP that trashes your enemies' Nanosuit powers for a brief time. Use it before starting a large engagement to give yourself a leg up on your opponents.

CEPH GUNSHIP

This bonus calls in a Gunship that flies over the field and shoots at any enemy targets that are in sight. The Gunship can be destroyed (it has a weak point at its generators), but enemies must reveal themselves and get into a protracted firefight to make this happen. They'll usually just stay under cover, inside buildings and tunnels, or flee.



Use the Ceph Gunship at any time, but it's best when there are more enemies out in the open.

ORBITAL STRIKE

Orbital Strikes take a moment to arm, so don't use them until you're in a safe spot. Turn on Armor Mode and then access the support bonus. This brings up a map of the area. Highlight an area of heavy enemy activity, click once to set the beam's starting location, and then set the direction of the strike.

Placed carefully, this can clear the area around enemy relays, Spears, or kill opponents in the middle of a firefight.



There are no downsides to using the Orbital Strike, but it's hard to use quickly and effectively. You should be certain where you want to attack before using it. If you're playing with a team, ask your buddies for viable targets.

MAXIMUM NANOSUIT

This final bonus gives your suit a burst of power, grants additional ammunition for your weapon, and pulls in even more experience. It's hard to get up to Maximum Nanosuit because you need ten Dog Tags in a row, but that's half of the fun when you finally get it!



STICKING WITH WEAPONS

Each category of weapons has multiple options once you've gained a few ranks. Which assault rifle do you like the most? Which one is "best?" It's all a matter of taste, and each map and combat situation gives rise to a different ideal weapon choice.



However, you're in better shape if you choose a good weapon and stick with it most of the time. Attachments for each gun are unlocked based on the number of kills that you have with

that specific weapon. As such, you're at a disadvantage if you try to use too many weapons all the time.

Try to unlock at least a few good attachments for each of your few favorites and slowly branch out from there. This way, you can fall back onto your best gear when you're dealing with tougher matches and then try out new guns when you're dealing with a server that isn't as tough.

KNOW YOUR BEST RANGE

Almost all weapons/attachments create a range that is ideal for engagement. A Feline x3 with a Rifle Laser Sight fares well at short range, but it leaves much to be desired if you try to hit someone all the way across the field. Similarly, a Gauss Sabot Gun pops heads from a nice sniper position, but it's a poor choice while racing through narrow corridors.

Know your weapons' ideal ranges and get the proper weapon out before you need it. In other words, don't wait until you're in the middle of a fight to change weapons. If you're running through a tunnel with your Gauss Sabot Gun, consider swapping to your sidearm (or pick up that Reaper Cannon you just passed). By the same logic, avoid large open spaces if your primary weapon is for close-quarters combat.

Stay in halls, tunnels, and other enclosed areas so that you don't have to fight a sniping duel with anyone!



The short version:

RANGE	WEAPON TYPES	ATTACHMENTS
SHORT	SUBMACHINE GUNS, SHOTGUNS, SOME HEAVIES	IRON SIGHT, RIFLE LASER SIGHT
MEDIUM	MOST ASSAULT RIFLES, OTHER HEAVIES	REFLEX SIGHT, TECH SCOPE
LONG	SNIPER RIFLES, A COUPLE ASSAULT RIFLES	ASSAULT SCOPE, SNIPER SCOPE

If you're fighting in the wrong conditions for any given weapon, consider changing equipment the next time you die. Always try to bring the right gear for the battle you're fighting.

CHANGING ELEVATION

Most players don't think vertically. They think of the map as a two-dimensional space, but it's really not. Most of the matches take place in areas where there are two or three major vertical shifts. Consider Chinatown. There is a field at the bottom where quite a few people mill about, killing each other. But, higher above them there are rooftops with more weapons and combat.

Don't lock yourself into a single route, area, or level of a map. Transition up and down throughout each match so that you can see where everyone is and what they're doing. Use stairs if you need to, but remember that the Nanosuit allows for impressive Power Jumps. As long as you're in the clear, turn off Armor Mode and jump between levels so that you come up to higher tiers from unpredictable points. People watch the stairs, but they won't always be watching every ledge!

When in doubt, it's better to be higher up. Getting back down is fast and easy most of the time. And, you have the option to make air stomps on anyone beneath you while jumping down.



ENVIRONMENTAL OBJECTS

Use the environment to your advantage. Rip panels off crash pods and walls to use as shields. These can be thrown into nearby attackers for extremely high damage, so they make excellent tools for short-range ambushes.

Interact with light poles to rip them off of their foundations. These melee weapons are swung for high damage, though they're fairly unwieldy.



Perhaps the most impressive environmental toys are cars. Power Kick these at your enemies to turn your cover into an offensive weapon. Power Kicked objects cream anyone who gets in their way, and even people who dodge are often distracted enough to make easy pickings when you switch to your primary weapon. From a defeated player's viewpoint, there is nothing like thinking you are carefully and diligently guarding a nice Spear location only to have a car suddenly smack you in the face. It's a potent reminder that surprises happen.

EXPERIENCE, RANKS, AND SKILL ASSESSMENTS

Almost everything that you do in multiplayer earns experience. Kills, headshots, completing objectives, participation, and even losing can get you up toward higher ranks (which unlock new weapons and modules to play with). If you don't want to meta-game, just play *Crysis 3* and enjoy your ranks. They'll come quickly enough.

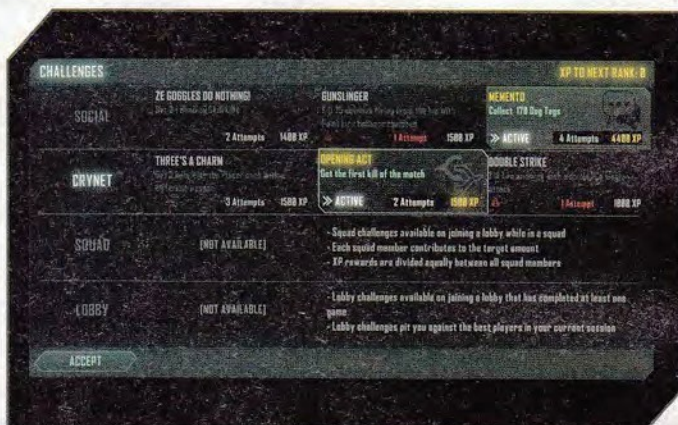
For others, it's even more fun to maximize their experience gain. That's part of the game. To do that, take a look at the various skill assessments from the Profile menu. This gives you an idea of what to shoot for. Set internal goals for yourself, and work on varying playstyles so that you get the lower tiers of each assessments quite early on. That nets a fair amount of bonus experience!



While you're doing this, try to complete challenges. They're shown at the bottom of the multiplayer menu. Click on the "Challenges" window to see your options. Challenges shown in yellow are ones being worked on currently, but you can switch to other choices if you think one is more fun—or more attainable—than another.

There are four types of challenges: Social, Crynet, Squad, and Lobby. You're allowed to activate one challenge from each category, and you often have multiple attempts to get the job done.

Social and Crynet challenges are available all the time. They're based on personal achievement. Squad challenges open once you join a server with your own squad. You must work on these with your buddies, so invite a few friends to play with you on a squad. That's good for experience anyway, because it's often easier to play well and win when you have friends on your team instead of random people.



Lobby challenges pop up once a given server has already completed at least one match. These challenges focus on taking on the best players from the existing matches.

NANOSUIT REBOOT

Once you reach Rank 50, you've unlocked all the weapons and modules in the game. However, there's still more to accomplish. You can work on skill assessments and try to unlock more attachments for each weapon in your arsenal. If that's not enough to do, consider starting over.

An option from the main menu reads "Nanosuit Reboot." This takes you back to rank 1 and takes away all your goodies. However, you get a special Dog Tag for doing this, and you unlock special weapon skins for your profile. Basically, this is a way to show off that you know the game extremely well and that you aren't scared of starting over without all of your toys.

In case you're wondering, you can reboot your suit multiple times, getting new rewards with each generation. Working your way back through the ranks is actually quite rewarding; this restores some of the challenge and excitement you felt the first time you were on your way up. And, it doesn't take too long to get back most of your favorite items.





MULTIPLAYER WEAPONS AND MODULES

All weapons and modules are unlocked as your profile gains ranks. You start with access to only a few primary weapons and modules, a single secondary weapon, and an explosive, but eventually there are quite a few powerful options to choose from.

Take a look at the following items to see what possible configurations you'd like for your character.

Take a look at the following items to see what possible configurations you'd like for your character.

Primary weapons are often your best tools for scoring ranged kills. You can only carry one of these into battle (normally). Gain ranks to unlock more weapon options, and repeatedly kill targets with each gun to unlock its various attachments.

Weapon	Accuracy	Rate of Fire	Range	Damage	Stability
AK-47	40%	60%	80%	90%	70%
M16	60%	80%	90%	70%	80%
M4	70%	70%	80%	80%	90%
AR-15	80%	70%	90%	90%	80%
FN MAG	50%	90%	90%	90%	60%
Stinger	30%	50%	100%	100%	40%
AT-4	20%	40%	100%	100%	30%
AT-AC	10%	30%	100%	100%	20%



MARSHALL (SHOTGUN)

[illegible]

The Predator is an ideal stealth weapon. It has high damage, accuracy, and range. As long as you're a skilled shot, it's a perfect choice. Combine it with modules that enhance stealth so you can assassinate people up close or at range. Phantom, Hunter, and Low Profile are all effective companion modules for the Predator.

ACCURACY	
RATE OF FIRE	
RANGE	
DAMAGE	
STABILITY	



O.G.R.(HEAVY)

Weapon	Accuracy	Rate of Fire	Range	Damage	Stability
AK-47	40%	80%	60%	70%	50%
M16	60%	70%	80%	60%	70%
M4	50%	75%	70%	65%	65%
AR-15	55%	78%	75%	68%	68%
FN MAG	30%	90%	50%	80%	40%
Stinger	20%	10%	90%	95%	30%
AT-4	10%	5%	100%	100%	20%
AT Rocket	15%	10%	100%	100%	25%
AT-3	12%	8%	100%	100%	22%
AT-5	18%	12%	100%	100%	28%
AT-7	22%	15%	100%	100%	32%
AT-9	25%	18%	100%	100%	35%
AT-11	28%	20%	100%	100%	38%
AT-13	30%	22%	100%	100%	40%
AT-15	32%	24%	100%	100%	42%
AT-17	35%	26%	100%	100%	45%
AT-19	38%	28%	100%	100%	48%
AT-21	40%	30%	100%	100%	50%
AT-23	42%	32%	100%	100%	52%
AT-25	45%	35%	100%	100%	55%
AT-27	48%	38%	100%	100%	58%
AT-29	50%	40%	100%	100%	60%
AT-31	52%	42%	100%	100%	62%
AT-33	55%	45%	100%	100%	65%
AT-35	58%	48%	100%	100%	68%
AT-37	60%	50%	100%	100%	70%
AT-39	62%	52%	100%	100%	72%
AT-41	65%	55%	100%	100%	75%
AT-43	68%	58%	100%	100%	78%
AT-45	70%	60%	100%	100%	80%
AT-47	72%	62%	100%	100%	82%
AT-49	75%	65%	100%	100%	85%
AT-51	78%	68%	100%	100%	88%
AT-53	80%	70%	100%	100%	90%
AT-55	82%	72%	100%	100%	92%
AT-57	85%	75%	100%	100%	95%
AT-59	88%	78%	100%	100%	98%
AT-61	90%	80%	100%	100%	100%
AT-63	92%	82%	100%	100%	100%
AT-65	95%	85%	100%	100%	100%
AT-67	98%	88%	100%	100%	100%
AT-69	100%	90%	100%	100%	100%
AT-71	100%	92%	100%	100%	100%
AT-73	100%	95%	100%	100%	100%
AT-75	100%	98%	100%	100%	100%
AT-77	100%	100%	100%	100%	100%
AT-79	100%	100%	100%	100%	100%
AT-81	100%	100%	100%	100%	100%
AT-83	100%	100%	100%	100%	100%
AT-85	100%	100%	100%	100%	100%
AT-87	100%	100%	100%	100%	100%
AT-89	100%	100%	100%	100%	100%
AT-91	100%	100%	100%	100%	100%
AT-93	100%	100%	100%	100%	100%
AT-95	100%	100%	100%	100%	100%
AT-97	100%	100%	100%	100%	100%
AT-99	100%	100%	100%	100%	100%
AT-101	100%	100%	100%	100%	100%
AT-103	100%	100%	100%	100%	100%
AT-105	100%	100%	100%	100%	100%
AT-107	100%	100%	100%	100%	100%
AT-109	100%	100%	100%	100%	100%
AT-111	100%	100%	100%	100%	100%
AT-113	100%	100%	100%	100%	100%
AT-115	100%	100%	100%	100%	100%
AT-117	100%	100%	100%	100%	100%
AT-119	100%	100%	100%	100%	100%
AT-121	1				



171

ALPHA JACKAL (SHOTGUN)

[illegible]

Alpha Jackals don't have as much burst damage with their initial shot as a Marshall, but they're deadly over a short period. Their increased firing rate and capacity make them evil ambush weapons. Throw an Extended Magazine and a Rifle Laser Sight on one and run circles around your victims while cutting them in half. Take Point Fire Enhance, and consider Armor Transfer as well. The energy you get from kills helps to compensate for the inevitable dings you take in such bold skirmishes.

K-VOLT (SUB-MACHINE GUN)

ACCURACY

RATE OF FIRE

RANGE

DAMAGE

STABILITY



K-Volts bust Nanosuits; that's what they're for, and that's what they do. They drain Nanosuit energy quickly to pop Armor Mode. After that point, their low damage is still more than enough to kill players without much delay. As a run-and-gun player, they're extremely effective. Mix Maneuverability, Rapid Fire, and Hunter and then outflank your victims whenever possible.

GRENDDEL (ASSAULT RIFLE)

ACCURACY	
RATE OF FIRE	
RANGE	
DAMAGE	
STABILITY	



Grendels are a more all-purpose upgrade in the assault rifle line compared with the Takedown. They're limited to burst fire instead of being fully automatic, but that gives them accuracy and high damage in a single package. Use Weapon Pro and Aim Enhance, and start collecting good attachments to further improve your accuracy.

SCAR MOD 2 (ASSAULT RIFLE)

[illegible]

The Grendel's burst fire is good enough to make it effective, but your enemies usually have a huge amount of health (if they're good about using Armor Mode). It takes more than a few bursts to get the job done, and a fully automatic weapon is sometimes what you need. Your Scar is a cruder weapon than the Grendel, but it's sometimes more useful. In frantic battles, this gun's mix of accuracy, damage, and automatic makes it nearly perfect.

GAUSS SABOT GUN (SNIPER RIFLE)

Weapon	Accuracy	Rate of Fire	Range	Damage	Stability
AK-47	40%	80%	60%	90%	70%
M16	60%	70%	80%	80%	80%
M4	50%	60%	70%	70%	90%
AR-15	50%	70%	80%	80%	80%
MP5	40%	90%	50%	80%	90%
Uzi	30%	90%	40%	70%	80%
Shotgun	20%	50%	30%	100%	60%
Sniper Rifle	90%	30%	100%	90%	90%
Machine Gun	30%	100%	70%	90%	70%



The DSG-1 is nice and all, but you deserve a bit more fun once you start getting higher in the ranks. The Gauss Sabot Gun is your reward. It's a better weapon for stealthy snipers. That initial burst of damage is extremely high, making it more likely to get the kill before your target knows where you are. Take the killshot and sneak away before anyone comes to look for you.

M.I.K.E. (HEAVY)

[illegible]

Use your M.I.K.E. to fry enemies at short or medium range. These guns are easy to aim and control, so they're also a joy to use. Yet, they're not as deadly in ambush work as the other heavies. Use your modules on Heavy Weapon Pro, Hunter, and Armor Transfer so that you get the edge in starting fights and gain back energy to survive against additional targets.

ACCURACY	
RATE OF FIRE	
RANGE	
DAMAGE	
STABILITY	



L-TAGs thrive on fights with many targets. Pick and choose your attacks by waiting for other people to attack each other. Jump in when people are already engaged, and try to wipe the floor with everyone using your area-of-effect damage. These weapons are also fun in objective-based modes such as Spear and Crash Site. You know that enemies are going to be grouped around these locations, and the L-TAG lets you punish them for being there!

Secondary weapons are normally lighter sidearms that serve as backup weapons. Use these when you're in the middle of a firefight and don't have time to reload. These are also good weapons if you're out of ammunition for your primary weapon or if your main gun is for long range and you need something more appropriate for close-quarters combat.

ACCURACY	
RATE OF FIRE	
RANGE	
DAMAGE	
STABILITY	



The M 12 can kill people, but usually it won't. Aim for the head and pray that your bullets find their target. Switch to new guns as soon as you start unlocking better secondary weapons.

ACCURACY	
RATE OF FIRE	
RANGE	
DAMAGE	
STABILITY	



Though the AY69 is hard to control, it pours out bullets. You empty your magazine quickly, so aim for the upper chest and let your "misses" have a chance at hitting the head while you deal consistent damage. Avoid fights at any substantial range; the AY69 can barely hit Pingers at 50 feet!

[illegible]

The Hammer II is deadly in the campaign, but it's not nearly as effective in multiplayer. As a backup weapon, this gun is there to give you a chance for headshots. Otherwise, it's a sidearm to grab if you're running out of ammo and don't have time to reload. Fire quickly; the Hammer is semi-automatic, so keep squeezing that trigger.

[illegible]

Though you get the Majestic-Six somewhat later on in your multiplayer career, it quickly becomes the go-to sidearm for players that don't have Expanded Arsenal equipped. This pistol has more damage potential than the other sidearms, it's easier to control than the AY69, and it's only limited by a slow firing rate.

EXPLOSIVES

Explosives give your character a great deal of damage potential in a tiny package. These are best used to attack groups of targets, as a way to take out vehicles, or to set up traps. They disrupt and confuse enemies, making it easier to win battles if you're better prepared than your adversaries.

[illegible]

Frag Grenades have a decent blast radius and do enough damage to kill or badly wound your targets. Use them to flush people out of cover, damage groups of targets, or damage enemy vehicles.

	FLASH BANG
ACCURACY	[Progress bar]
RATE OF FIRE	[Progress bar]
RANGE	[Progress bar]
DAMAGE	[Progress bar]
STABILITY	[Progress bar]

Flash Bangs are similar to Frag Grenades in terms of their range and throwing mechanics. However, they disrupt enemies instead of badly injuring them. While the targets are blind, you're able to rush into a room and finish them off. You won't need to have as good an idea where to throw Flash Bangs; they have a wider area of effect. These explosives are exceptionally good in team-based play, when disrupting a group of foes is better than wounding or even killing some of them. Flash Bang the room before you and your buddies charge in, and then hurry to wade through the victims. Flash Bangs are at their best in territory control modes, such as Spear and Crash Site.



MODULES

AUTO ARMOR (ARMOR MODULE)

 AUTO ARMOR	TIER I	AUTOMATICALLY ACTIVATES ARMOR MODE WHEN YOU TAKE DAMAGE
	TIER II	N/A
	TIER III	N/A

This is the starting module for all multiplayer characters. It's a relatively worthless module once you know what you're doing, but it helps people who are getting their feet wet by reminding them that Armor Mode saves lives. Once you start bringing up Armor Mode on your own, this module loses its value. It becomes second nature to armor up when people start firing around you.

PHANTOM (STEALTH MODULE)

 PHANTOM	TIER I	FASTER TRANSITION INTO AND OUT OF STEALTH MODE
	TIER II	YOU EMIT NO SOUND WHEN ENTERING STEALTH MODE
	TIER III	STEALTH SHUTDOWN TIME REDUCED WHEN SHOOTING FROM STEALTH

Phantom makes it easier to hunt enemies from stealth. You are safer because of the fast time into and out of Stealth Mode, but the upgrade tiers are even more important. Tier II stops your character from making that telltale shifting noise when they go into stealth. Other people go on high alert if they hear that, so it's helpful to silence it!

SCOUT (STEALTH MODULE)

 SCOUT	TIER I	ENEMY DIRECTION IS SHOWN IN THE MINI-MAP WHILE MAXIMUM RADAR IS ACTIVE
	TIER II	YOU GET A SINGLE RADAR SWEEP WHEN YOU RESPAWN
	TIER III	HEALTH BARS ARE SHOWN ABOVE ENEMIES

This is another good module for people who use setup time to start their fights at an advantage. Scouts with Maximum Radar up can outflank enemies for extremely easy kills. You need to get a few Dog Tags in a row to make this worthwhile, so Scout becomes more and more viable as you become an experienced player (new players frequently die before getting good chains of kills).

Tier II is the biggest upgrade. The free radar sweep lets you plan new attacks after each of your deaths. This makes it likely that you won't have to rush right into a new ambush. Instead, you get to be the one making the right moves at the right time.

PROXIMITY ALARM (STEALTH MODULE)

 PROXIMITY ALARM	TIER I	AUTOMATIC WARNING WHEN AN ENEMY IS NEARBY
	TIER II	INCREASED WARNING FREQUENCY
	TIER III	MAXIMUM WARNING FREQUENCY

Though this is listed as a stealth module, think of it more as an anti-stealth module. Proximity Alarm lets you know when enemies are nearby, reducing the chance that you'll be killed by ambushes, Stealth Kills, and other sudden attacks from short range. This is a highly useful module early in everyone's career, before they become more aware of each map and its dangers.

Even later on, this is a solid defensive choice. That's especially true for people who set up and camp (such as snipers). Having Proximity Alarm lets you kill with more confidence. You must still worry about other snipers, but that alarm is watching your back for you.

HEAVY WEAPON PRO (POWER MODULE)

 HEAVY WEAPON PRO	TIER I	FASTER MOVEMENT WITH HEAVY WEAPONS AND ALIEN EQUIPMENT
	TIER II	FASTER INTERACTION WITH .50 HMGs AND ALIEN TECHNOLOGY
	TIER III	EXTRA AMMUNITION FOR HEAVY WEAPONS AND ALIEN EQUIPMENT

This module is a must-have option for people who love the big guns. Mk. 60s, O.G.R.s, .50 HMGs, and all alien weapons benefit from this, even at Tier I. Negating the movement penalty for those weapons is a major perk. It lets you get into the action faster and avoid being caught as often. Even late in your career, heavy gun users need this module, regardless of their experience.

WEAPON PRO (POWER MODULE)



TIER I	RELOADING IS FASTER
TIER II	AIMING DOWN SIGHTS IS FASTER
TIER III	WEAPON SWITCHING IS FASTER

Weapon Pro is a module for direct combat types. At first, it's a minor convenience. Reloading is dangerous because you can't fight back during a reload, but experienced players learn to get around that. Kill with your initial magazine, use a sidearm if you need a little extra to finish someone off, and reload when you're behind cover.

However, Weapon Pro becomes a big deal at Tier II. Being able to aim down sights a little bit faster is enough to tip the scales for short-range and especially medium-range attackers. Many guns benefit from this, but assault rifle players and most heavy gun users are at their best with it!

POINT FIRE ENHANCE (POWER MODULE)



TIER I	HIP FIRE SPREAD IS REDUCED BY 15%
TIER II	HIP FIRE SPREAD IS REDUCED BY 20%
TIER III	HIP FIRE SPREAD IS REDUCED BY 25%

Short-range gunners need this module. It increases the accuracy of hip fire attacks. Submachine gun users and some heavy gunners should slot this module. They'll be able to start fights as soon as they see their targets, making it likely to win extremely close-range engagements.

HUNTER (STEALTH MODULE)



TIER I	MAKE NO FOOTSTEPS OR SUIT SOUNDS WHEN MOVING
TIER II	UNCLOAKED ENEMY FOOTSTEPS APPEAR HIGHLIGHTED ON THE GROUND
TIER III	DIRECTIONAL UPDATES APPEAR FOR FOOTSTEPS, AND TRAIL RANGE IS EXTENDED

Hunter is an aggressive module for finding targets. It's even better than Scout for locating victims and attacking them from behind. You look for trails and follow them to your victim. Even at Tier I, it's useful to move quickly. Use Phantom and Hunter together for a very stealth-heavy character.

ARMOR TRANSFER (ARMOR MODULE)



TIER I	YOUR KILLS RESTORE 10% OF SUIT ENERGY
TIER II	YOUR KILLS RESTORE 20% OF SUIT ENERGY
TIER III	YOUR KILLS RESTORE 30% OF SUIT ENERGY

Survive longer by stealing Nanosuit energy from your victims. This module is less useful for sneaky players, but it's fairly effective for direct fighters that try to gun down their victims on the open field. If you frequently get into extended firefights with multiple targets, this is a good module. The smaller the engagement, the worse off this module becomes because you won't need that faster turnaround between skirmishes.

RAPID FIRE (POWER MODULE)



TIER I	INCREASES FIRING RATE BY 15%
TIER II	INCREASES FIRING RATE BY 20%
TIER III	INCREASES FIRING RATE BY 25%

For weapons that rely on fast damage, this module becomes a direct boost to their lethality. Submachine guns, heavy weapons, and most assault rifles benefit tremendously from Rapid Fire. Use it in conjunction with an accuracy module (such as Point Fire Enhance or Weapon Pro) and watch the body count rise.

LOW PROFILE (STEALTH MODULE)



TIER I	PROVIDES PROTECTION FROM MAXIMUM RADAR
TIER II	YOUR CHARACTER DOESN'T SHOW UP ON NANOVISION
TIER III	CEPH GUNSHIPS WON'T TARGET YOUR CHARACTER

This defensive module is somewhat situational. Maximum Radar is a nasty support bonus, but it's only in effect for a short time for some (if any) players in a match. The same is true for Tier III, because even fewer people are able to call in Ceph Gunships.

The best general purpose upgrade here is from Tier II, when you disappear from other character's Nanovision. This is best used in dark areas, when people are more likely to turn to Nanovision for their targeting.

ORDNANCE ALERT (ARMOR MODULE)

 12 ORDNANCE ALERT	TIER I	ENEMY R.E.X. CHARGES ARE HIGHLIGHTED
	TIER II	YOU RECEIVE AN ALERT WHEN ENEMIES HAVE YOU IN THEIR SIGHTS
	TIER III	HIGHLIGHTS ENEMY BULLET TRAILS

Ordnance Alert is also a defensive module, but this one is useful in a greater number of battles. You won't stumble into R.E.X. Charges very often. That's a modest perk unto itself, especially when playing in larger matches.

The next upgrade is a real lifesaver. Use the alert as a way to avoid sniping attacks and to rush if people are sneaking up on you. Think of this as a next-generation Proximity Alarm. While not quite as reliable, it's still likely to trigger when enemies are moving in toward your position. And because it works against ranged attacks as well, you have more protection from a wide range of enemies instead of only short-range threats.

Finally, highlighted bullet trails let you know who's shooting at you and from where. It's a valuable anti-sniper tool, and it also makes dodging and finding cover much easier. This is one of the best survivability tools in the game. If defense is important to you, Ordnance Alert is worth keeping!

MANEUVERABILITY (POWER MODULE)

 13 MANEUVERABILITY	TIER I	FASTER MOVEMENT SPEED
	TIER II	INCREASES SPEED FOR LEDGE GRAB AND VAULTING
	TIER III	YOU NO LONGER TAKE FALLING DAMAGE

Maneuverability is useful for defense and offense. Improved speed makes it easier to set up ambushes or get out of trouble. You have an easier time dominating the map, denying alien weapons from others, and getting to objectives. This is an incredible module for Crash Site and Capture the Relay because of the ability to free run through maps before your competitors can react. Also, this module is subjectively one of the most fun to slot.

SURVEILLANCE (STEALTH MODULE)

 14 SURVEILLANCE	TIER I	HIGHLIGHTS ENEMIES WHEN VIEWED THROUGH YOUR WEAPON SCOPE
	TIER II	TAGS PLAYERS FOR YOUR ENTIRE TEAM WHEN YOU VIEW THEM THROUGH SCOPES
	TIER III	ENEMIES CAN NO LONGER TAG YOU

Surveillance is arguably the most team-friendly module in the game. Being able to tag other players is of tremendous benefit to your allies. They'll know where to hunt targets, avoid ambushes from them, and often win their fights. Bring a long-range weapon, tag everything you see, and snipe whatever you can afford to snipe. Expect this to be an extremely common choice in team-oriented game modes.

AIM ENHANCE (POWER MODULE)

 15 AIM ENHANCE	TIER I	RECOIL WHEN USING SIGHTS IS REDUCED BY 10%
	TIER II	RECOIL WHEN USING SIGHTS IS REDUCED BY 20%
	TIER III	RECOIL WHEN USING SIGHTS IS REDUCED BY 30%

Aim Enhance and Weapon Pro combine to become two invaluable tools for short- and medium-range fighters. Throw a Reflex Sight or Iron Sights on your favorite assault rifle or heavy gun, and use these two modules to take out targets with accurate automatic fire. Add Rapid Fire if you don't care about defensive, and enjoy the walking death platform that you've become.



RETRIEVER (ARMOR MODULE)

ARMOR



16 RETRIEVER

TIER I	AUTOMATICALLY COLLECT DOG TAGS FROM KILLED ENEMIES
TIER II	SUPPORT BONUSES REQUIRE ONE FEWER DOG TAG
TIER III	SUPPORT BONUSES REMAIN ACTIVE FOR LONGER

Retriever is a wonderful sniping perk. It removes a huge disadvantage of long-range combat (that you often can't afford to run over and retrieve all of the Dog Tags that enemies drop). Having this lets you enjoy the fruit of your sniping labors.

Once you gain higher tiers in the module, it also makes you more likely to get substantial numbers of support bonuses. That should increase your survivability, lethality, and experience accrual. It's extremely powerful for players that generate high kill counts.

DETONATION DELAY (ARMOR MODULE)

ARMOR



17 DETONATION DELAY

TIER I	ENEMY GRENADES AND R.E.X. CHARGES WON'T DETONATE AS QUICKLY AROUND YOU
TIER II	FLASH BANGS DON'T HAVE AS STRONG AN EFFECT ON YOUR CHARACTER
TIER III	PROTECTS YOUR CHARACTER FROM MISSILE ATTACKS

This defensive module almost invalidates explosive weapons that are used against you. You have more time to avoid thrown weapons, flash bangs only blind you briefly, and JAWs often miss you entirely. When paired with Ordnance Alert, your character becomes extremely hard to kill.

EXPANDED ARSENAL (POWER MODULE)

POWER



18 EXPANDED ARSENAL

TIER I	ALLOWS A SECOND PRIMARY WEAPON TO BE CARRIED (IN PLACE OF YOUR SECONDARY WEAPON SLOT)
TIER II	YOU GAIN ADDITIONAL AMMO FOR YOUR PRIMARY AND SECONDARY WEAPON SLOTS
TIER III	YOU GET A BONUS GRENADE OR EXPLOSIVE

If you want to be deadly at multiple ranges or in multiple situations, this is the best module for you. Take a close-quarters weapon and a sniper rifle so that you always have options close at hand. The additional ammo makes it easier to stay in the fight longer.

XP BONUS (ARMOR MODULE)

ARMOR



19 XP BONUS

TIER I	INCREASES IN-GAME XP BY 5%
TIER II	INCREASES IN-GAME XP BY 10%
TIER III	INCREASES IN-GAME XP BY 15%

Do you want to finish off those ranks without taking as much time? Go ahead and slot XP Bonus. It's possible to put this in multiple module slots, meaning that you can gain a very substantial amount of bonus experience for everything you do during a match.

This is also a way to give yourself a good challenge. By taking away your normal bonuses, you get to find out how well your playstyle stands up against players that usually have multiple advantages over you. If you're not sure you are ready to face everyone after a Nanosuit Reboot, this is a good way to find out without taking the plunge.

MULTIPLAYER VEHICLES

Many of the maps in *Crysis 3*'s multiplayer modes have vehicles that you can exploit for safer kills. VTOLs fly over the fields, and Pingers are sometimes located below. You'd be foolish to ignore these powerful weapons of war because they offer protection and increased offensive potential. If nothing else, you deprive your enemies of these vehicles by getting to them first!

VTOL

Look to the skies in each battlefield. If you see a VTOL floating above, look out for enemy gunners. Each VTOL has a pair of heavy gun emplacements. Characters can jump onto the VTOLs from the upper ledges of various buildings and then use the big guns to strafe the field below.

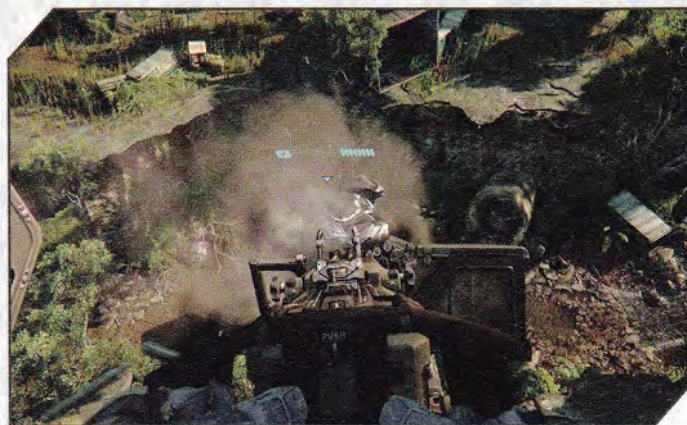
VTOLs are also a place to hide in Stealth Mode. Take out people below with Predator arrows or sniper weapons. You must watch out for other players that are interested in using the ship, but no one ever said that things would be easy.

You don't always have to kill the people inside a VTOL to defeat them. If you're having trouble lining up a shot against them, consider destroying the vehicle itself. Explosive weapons or damage to the ship's generators take the craft right out of the sky. JAWs, Pinger attacks, and even heavy fire from normal weapons can kill your enemies quickly and create one heck of an explosion.

If you're using R.E.X. Charges, deploy them inside the VTOL and then ditch the aircraft. As soon as someone else tries going for a ride, blow them up.

Watch out for enemy Pingers if you're flying in a VTOL. Though VTOL gunners can take out a Pinger, it takes a long, sustained volley of fire to do this. The Pinger, on the other hand, can destroy a VTOL in seconds.

VTOLs show up on everyone's map, so you never need to wonder if one of them is in the air. If you're waiting for the aircraft to respawn, stay somewhere safe and check your map instead of sticking your head out.



PINGER

Pingers are slow vehicles; they're too bulky to maneuver well, and you won't be able to get them into narrow streets, alleys, or hilly territory. Otherwise, these vehicles are amazingly useful. They have three types of attacks: a simple plasma cannon, a heavier plasma mortar, and an EMP blast.

WHEN YOU'RE THE ONE IN THE DRIVER'S SEAT

Use the cannon for direct attacks, and intersperse your regular fire with mortar shots (you're allowed to hold down the cannon attack for rapid fire and still toss out mortar blasts every second or so). These explode for high damage and affect a moderate radius. Fire near cover to wound enemies that are hiding. Take out VTOLs, Ceph Gunships, and other distant targets before they have a chance to damage your precious Pinger.

Though these vehicles are fairly tough, you can't stay in them forever. An inhabited Pinger is a known target. People are going to gun for you with their JAWs, sneak up to plant R.E.X. Charges, or use HMGs and other big guns. Pingers are huge, so accuracy won't be an issue for your opponents. They'll wrack up the hits, and eventually your big buddy will explode. Get the kills quickly and try to block enemy line of sight with buildings and hills so that you aren't taking fire from the entire map.

Pingers have a major blindspot over their heads. Anything that gets directly above you can't be attacked. Watch out for this if there are VTOLs flying above or if you're moving past tall buildings. Enemies in that position can line up perfect shots and fire at you without fear of retaliation.

Though your EMP weapon takes time to arm, it's a valuable tool against groups. The initial blast wipes out people's energy, leaving them exposed to return fire. Knock enemies out of stealth or strip their armor, and then go for the kill. If you suspect that people are approaching, use the moment before battle to arm your EMP so the approaching targets walk right into it.



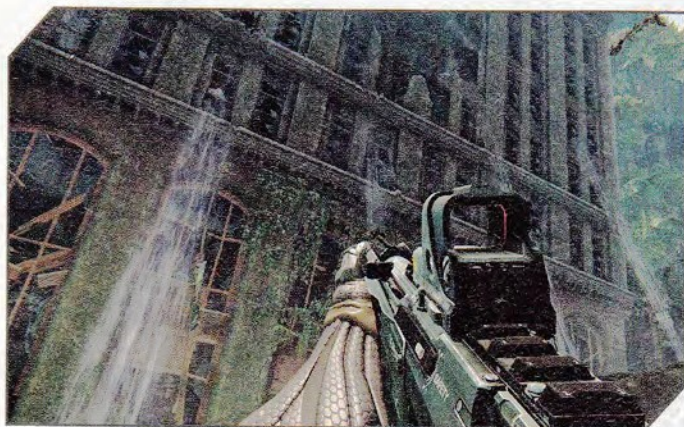
COUNTERING PINGERS

If someone else is having too much fun in the Pinger, aim for the vehicle's generator to deal bonus damage and blow up the machine as quickly as possible. Try to stay above the Pinger to make it a little harder for the other player to target you, or jump onto the Pinger and hijack it instead!

JAWs are some of the best weapons against anyone in a Pinger, but X-PAC mortars and stealthy R.E.X. Charge attacks are equally effective. Frag Grenades are a crude alternative. If that's all you have, go ahead and use them.



Pingers have too much damage output to stand against. Don't use Armor Mode and hope as your defenses. Stealth and good timing are much more effective. Wait until the Pinger is going after someone else (or moving away from your position). That's when you want to attack.



MAPS

Know your battleground! Practice each map by running through the levels while noting weapon locations, sniping spots, places to hide, and common ambushes. Teach yourself through repetition, but also learn from your enemies. Where did they kill you? How did they get the upper hand? Always think about what you did right and what you could have done better. There's even a helpful combat replay feature as you respawn, from the victor's perspective. Use it to see what you did from your enemy's eyes, and how they performed in response.

By doing this, you start to develop map-specific skills that make it more likely for you to win engagements even if your shooting accuracy, weapon use, and skill remain constant. This portion of the guide provides basic tips for each map to get you started.

AIRPORT

MAP SIZE	LARGE
RECOMMENDED	10-12 PLAYERS
VEHICLES	VTOL, PINGER

TACTICAL COMBAT AMIDST THE WRECKAGE
AT NEW YORK CITY AIRPORT



Airport has a bit of everything for players, so you can use a wide range of combat styles without feeling constrained. A VTOL flies over the middle of the map and can often be reached with Power Jumps from a few of the rooftops there.

There's a possible Pinger spawn on the west side of the map. It's out in the open, so expect major competition when you go to steal it. The Ceph machine is in a damaged rut, so it can't get up and wander the entire map at will. Its pilots are stuck with a limited range of motion, making it possible for snipers, gunners, and anyone with explosives to give them a hard time while staying close to cover.

The northern end of the map is better for ranged weapons, snipers, and cloaked characters. Cover is harder to find, and you're likely to be ambushed if you don't use stealth frequently.

The southern side of Airport has more buildings, enclosed spaces, and the potential for close-quarters combat. If that's your cup of tea, stay in that section of the map and fight for the Ceph weapons that are hidden here and there. A Reaper Cannon is dead in the middle of the map's eastern side, on the second level of the tower. Camp that for some great fighting.

There's a Bolt Sniper on the western side of the map, at the edge of the terminal. That's another great power weapon to steal, and it's in the perfect spot. Hide on that ledge with your cloak on, and watch for anyone foolish enough to wander the northern fields without protection.



BROOKLYN BRIDGE

MAP SIZE	LARGE
RECOMMENDED	10-12 PLAYERS
VEHICLES	VTOL, PINGER

BATTLE THE ENEMY ON AN ISOLATED PEAK
BENEATH BROOKLYN BRIDGE



Brooklyn Bridge is a good map for long-range players. There are many strong overlooks that allow snipers to fire at enemies from extremely long range. The huge tower on the western side of the map is where you find a fair amount of the action.

A VTOL flies around that tower, giving access to its guns. Be careful though; there are quite a few people with JAWs and rifles that play in Brooklyn Bridge, and it's not that safe to be in the VTOL for any amount of time.

There's an X-PAC Mortar in the middle of the eastern map. If you're out in that area, pick it up for a short explosive rampage. If you are running around in the open portion of the map, use the trenches to get around and limit your exposure.

Watch the map for a Pinger. This can be deployed in a few areas: behind the tower in the northwest, or over in the southeast trenches. If you're close already, go for the Pinger. Otherwise, set up a line of sight so that you can try to kill people who are rushing for the powerful vehicle.

Characters with an interest in heavy weapons benefit from holding the tower. There are HMG emplacements on the upper walkways. Rip these off and take the guns inside so that you're not as much of a target. Hunt the hallways with these guns and ambush people who won't have as much room to dodge or protect themselves.

When sieging the tower, use a variety of ways to get in. The lower stairs take you up, but they're an obvious route. Mix up your approach; use the large spinal cord ramps and Power Jumps to come in at least half of the time.





CENTRAL CAVERN

MAP SIZE	LARGE
RECOMMENDED	10-12 PLAYERS
VEHICLES	VTOL

JOIN THE FIGHT IN THE ALIEN CAVERNS BENEATH CENTRAL PARK



There are quite a few medium-range battles in Central Cavern. Most players start their fighting by the waterfall (in the east) or the Ceph installation (to the west). The VTOL here flies between the two sides of the level, so it's always changing position. You can get a decent view of the whole map when you ride on it.

Watch for a steam vent near the western ledge. Hop over it to give yourself a boost to the top. This is sometimes safer than going around for a Power Jump or sprinting up the ramps. Still, it's easy to get caught while doing this. If someone sees you floating up to the ledge you're likely to get sniped.

Combat changes quickly in the Central Cavern. Anyone higher up has enough view to see (and be seen) from considerable range. Those who slink through the lower caverns are somewhat protected by the cliffs walls. That means that they get involved in more close-quarters action instead.

There's an X-PAC Mortar near the waterfall, along the edge of the rock wall in the southeast. The northern ledge has an Incinerator. There's a second one in the lower caves, toward the southern end of the map.

Search for a Bolt Sniper in the northwest. If you get that, cloak and watch the middle of the cavern for anyone trying to move between the sides of the cave. Players on the bridgework are especially vulnerable because they don't have anywhere to hide.



CHINATOWN

MAP SIZE	LARGE
RECOMMENDED	10-12 PLAYERS
VEHICLES	NONE

CONTEST A BREACHED CONTAINER SHIP IN THE HEART OF CHINATOWN



Due to the two-level nature of the battlefield, Chinatown feels like a much smaller map than it really is. At first, you're likely to troll around on the ground level. Action is intense there, and people engage in a nice range of short- or medium-range firefights.

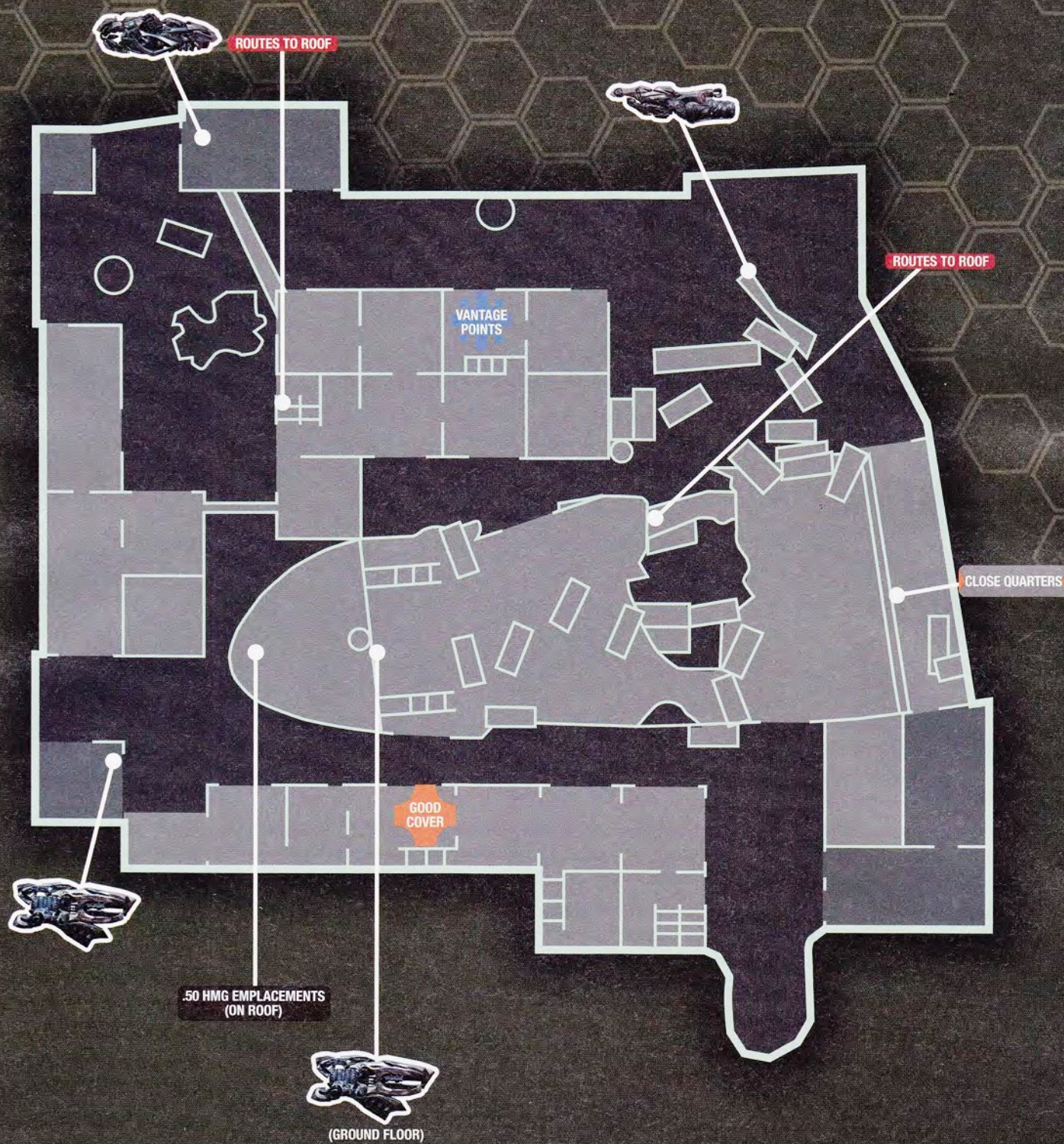
However, there's just as much action on the rooftops. Explore the middle of the map to find various routes up. The easiest are containers that can be jumped onto and run across. Once you get to the rooftops you start to see the advantages of being up there. For one thing, you can still engage enemies below. Jump and use aerial strikes to attack them, snipe people from range, or just drop behind them and wait for the moment to strike.

Beyond that, there are weapons on the rooftops. Look for an HMG emplacement in the center of the map. Nearby, to the south, there's also a Reaper Cannon. Both are useful and effective if you cloak or use the debris on the roofs for cover. There are several other nice weapons in the map, when you drop to ground level. Another Reaper Cannon is below, somewhat toward the east side.

There are Incinerators on the west side (on an open ledge) and to the northwest (inside a building). Finally, there's a Pinch Rifle outside, at the northeastern edge of the map.

This map encourages players to cloak often. It's easy to spot other players when they're being reckless, and a short moment of stealth is often enough to find a target and start moving in on them. Be patient, and use that to your advantage. Always try to start battles on your terms.





EAST RIVER

MAP SIZE	SMALL
RECOMMENDED	6-10 PLAYERS
VEHICLES	VTOL

HEART STOPPING ACTION IN A DERELICT POWER STATION



This small battlefield puts the players into a relatively open station with several vertical tiers. Despite the limited dimensions of the area, ranged weapons are quite powerful here. Cover is often limited, so close quarters weapons are at a minor disadvantage. You're better off bringing either medium- or long-range weapons.

A VTOL flies over the power station, and there is a way to climb up to the top if you'd like to play with it. The upper tiers of the area can be reached via occasional stairways, or by Power Jumping. Maneuverability is useful here because of the frequent jumping opportunities; you're able to climb well or jump back to the bottom without fear of injury. This makes it easier to ambush targets that are fighting on the ground.

Stealth and speed are both essential for defense in East River. No matter how resilient you are, it's dangerous to stay out in the open. Armor Mode can't stand up for long, and there are firing positions from multiple tiers. Stay mobile and change vertical position to disrupt enemies.

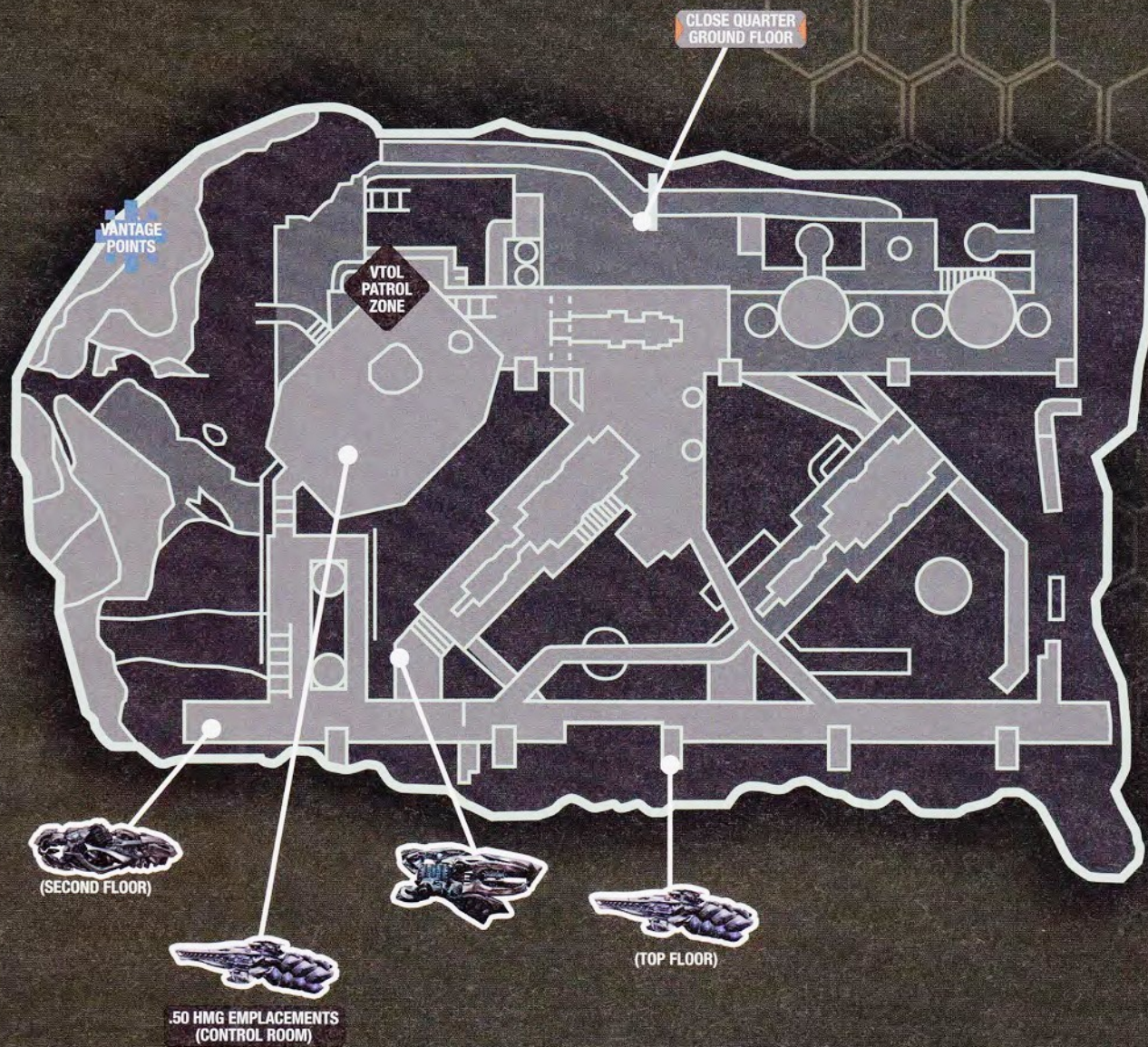
There are only a few weapons to steal. On the bottom level, there are two Pinch Rifles. One is on the west side, near the edge of the map. The other is on the east side (between two and three on your grid).

South-side, there is an X-PAC Mortar between C and D on the grid.

While patrolling the lower reaches, you also find vent covers and poles. If you'd like to steal some environmental weapons, that's the place to do it.

Above, there's a .50 HMG inside the station's control room. Rip that off of its emplacement and ambush other players that come into the room looking for it!





FINANCIAL DISTRICT

MAP SIZE	LARGE
RECOMMENDED	10-12 PLAYERS
VEHICLES	PINGER

TENSE STREET COMBAT IN THE OVERGROWN FINANCIAL DISTRICT



The Financial District is a map with two major levels. Below the streets are damaged waterways with moderate cover. There's always the threat of ambush from above, but short- and medium-range weapons clear out anyone else who's down there.

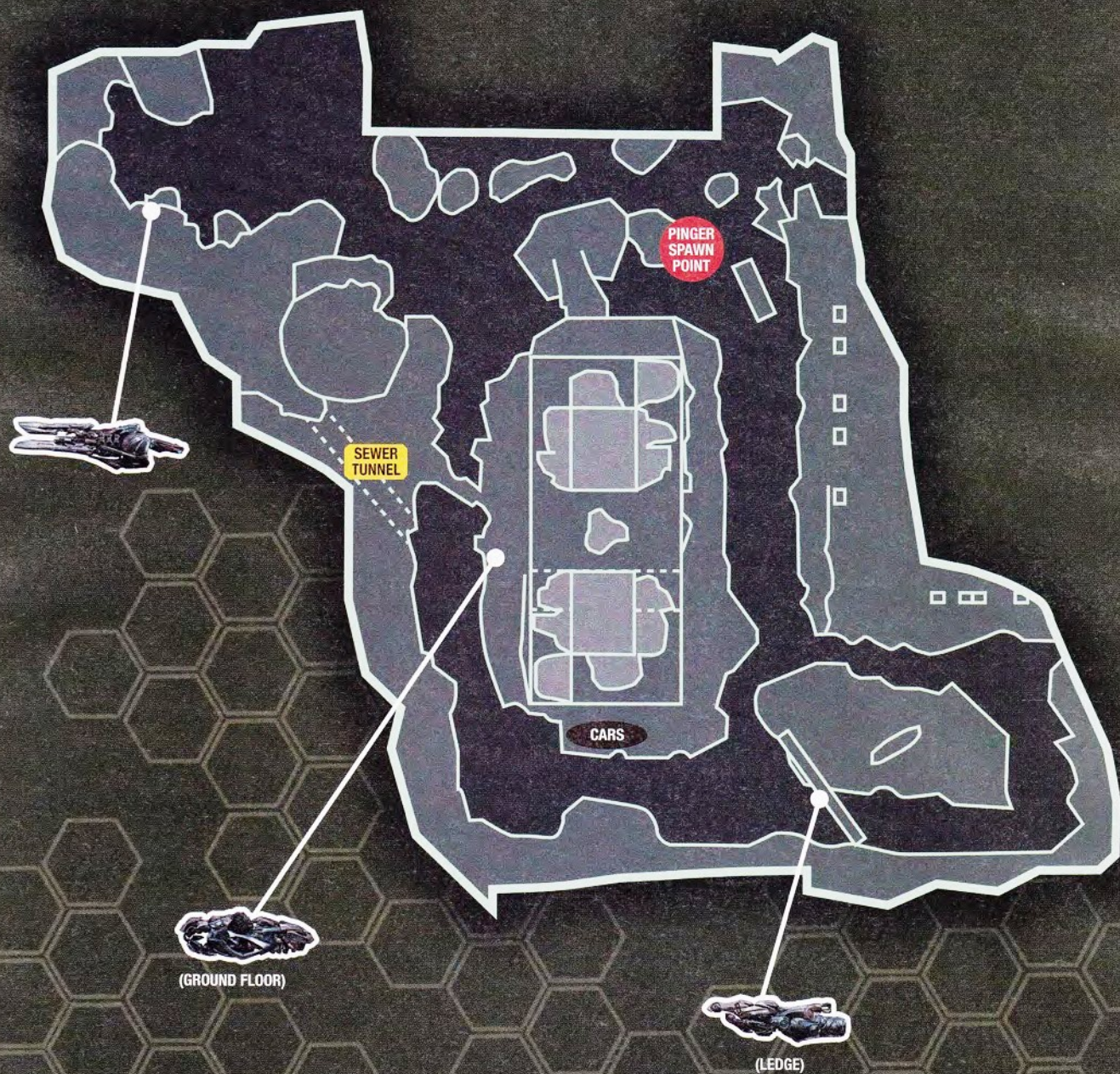
Above that are the existing streets. You must jump over collapsed areas frequently, and cover is somewhat less abundant. Use stealth or speed to move around up there, or stay around the large building at the center of the map. There are small ledges at the top of that building that give you cover and the potential to ambush other players.

A Pinger spawns on this map, toward the edge of the battlefield. As usual, there's a heavy firefight when it appears. Use sniping weapons to pick off the contenders, if you're not going to be in the fray personally.

Be on the lookout for derelict cars while you walk around. The streets are filled with these environmental hazards. One good Power Kick sends them flying, and they do incredible damage to anyone who gets in their way. Use them to kill or distract enemies, and then shoot the survivors while they're running to safety.

There aren't too many weapons to steal. The best is a Ceph Bolt Sniper. It's in the main building on those upper ledges we just mentioned. Look on the map at the line in between C3 and C4. There's also a Pinch Rifle at D4, on the upper streets.





HELL'S KITCHEN

MAP SIZE	MEDIUM
RECOMMENDED	8-12 PLAYERS
VEHICLES	NONE

FIGHT ALONGSIDE A RIVER SURGING THROUGH THE BURNING CITY STREETS



Hell's Kitchen balances risk and reward quite well. There are many powerful weapons to pick up, but many of them are in high-risk places that require nerves of steel or good luck. You can compete for these alien weapons or be one of the players that sits back and tries to feed on the brave folks who race out to them.

If you have a weapon with long range, look for a good vantage point. The bridge is good, but it's also obvious. The ruined apartments along the edge of the battlefield are decent too, but they're also attacked with high frequency. Equip either Proximity Alarm or Ordnance Alert so that people can't ambush you as easily.

One fun hiding spot is in C1. There's a water drain with a great view of the area. People realize that you're there rather quickly, but if you use stealth and don't stay for long it won't be as much of a problem. If someone else is using it, toss a grenade or any explosive in there. Dodging isn't an option, so they'll have to run out into your line of fire.

There are two Reaper Cannons. One is on the line between C2 and C3. It's on the ground floor. There's another cannon at C4, also on the bottom. Not far from it, a .50 HMG emplacement looks over the area. It's quite exposed, so gunners get killed quickly if they don't rip it off and take it elsewhere.

From the upper part of the east side, players reach an opening to a makeshift bridge in the ruins. This area is contested because it has a great view of the battlefield and has a Bolt Sniper halfway down the bridge. Some people like to walk to the other side of the bridge and hide in the small room there (to ambush other people who attempt to use the span). Search the apartments between C2 and D2. There's an X-Pac Mortar.





HYDRO DAM

MAP SIZE	LARGE
RECOMMENDED	10-12 PLAYERS
VEHICLES	VTOL

MARKSMEN REQUIRED AT THE CELL DAM



Hydro Dam is a huge map with many different sub-areas. You get close quarters fighting in the three central buildings, medium-range engagements along the walkways, and long-range sniping from a number of vantage points. Everyone has their place in this map, so almost all playstyles are able to excel.

If you're fighting around the central buildings, be aware that there are many ways into and out of these structures. Ducts are on the sides of the peripheral buildings, and there are vents in their ceilings as well. Be cautious when moving through the ducts, as they're a fun spot for shotgun wielders. They'll lie in wait for people to crawl in, or jump out when people inside start fighting.

Control, or at least be aware of, the huge range of alien weapons throughout the level. There are Reaper Cannons at C4 (under the stairs in that building), and at the line between A2 and B2.

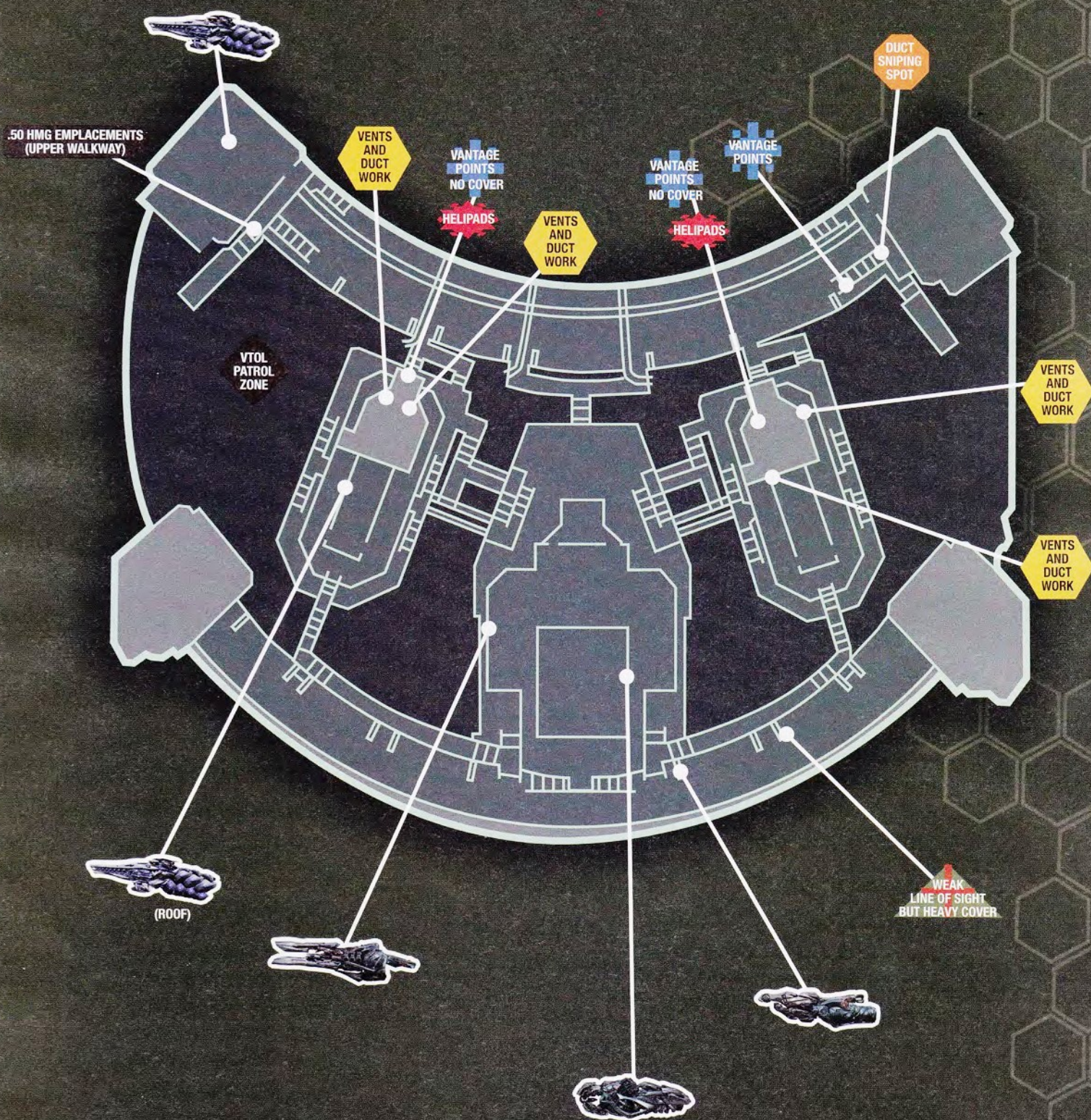
.50 HMG emplacements are located in D4 and A2. Steal those if you're a heavy gunner, and patrol the edge of the dam area to kill off respawning players.

Pinch Rifles are in lower D4 and in D3. There's also an Incinerator on the eastern side of the C4 building. Go indoors with that and torch people who come into the somewhat confined quarters.

The VTOL for this level doesn't just patrol the upper reaches of the area; it sometimes descends almost to the water line. Watch for this if you'd like a ride!

The water at the bottom of the pool isn't a very good place for fighting, but it offers a reasonable hiding place if you have to get out of trouble quickly. Jump off of your current walkway, stealth, and swim somewhere else before you come back up.





MUSEUM

MAP SIZE	LARGE
RECOMMENDED	10-12 PLAYERS
VEHICLES	PINGER

STALK YOUR PREY THROUGH THE
FLOODED MUSEUM



Though still a big level, Museum doesn't have the wide-reaching aspect of Hydro Dam. It's more intimate because there are only two vertical tiers, and enemies tend to find each other quickly. People on the upper tiers of the buildings have longer-ranged battles from cover, while those wandering the halls and lower reaches have fights at a variety of ranges.

When the Pinger is finally deployed everyone has a chance to get it. The ground level is quite open, so it's a clear approach to the vehicle. That makes the slaughter even worse than usual. Expect quite a few people to gun for you if you race to get it.

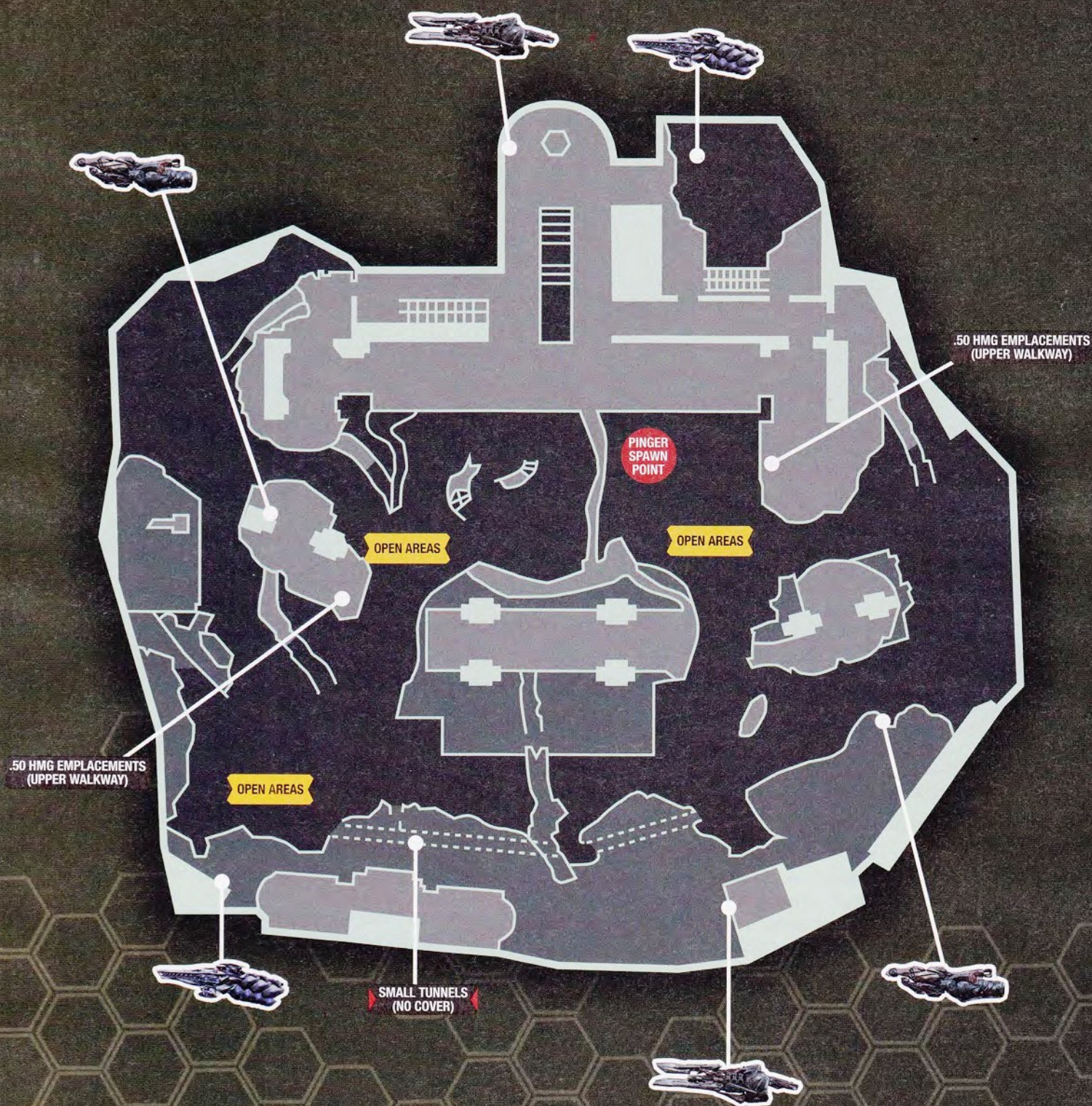
If you're sporting a close-quarters weapon, race through the main buildings and attempt to ambush people that are using cover to attack targets across the way. You can often get some easy kills when you're fast about it.

Bolt Snipers are found at D1 and between A4/A5. They're great for dominating the upper vantage points.

There are two Incinerators, at C1 and C3. There aren't any places that make them especially powerful, so stick to the buildings if you have one and want to use it. The northern structure is better because it has more turns and rooms. The other buildings are so badly damaged that they're too open to exploit for Incinerator ambushes. HMG emplacements are in D3 and B3.

If you're hoping to waste a group or kill that Pinger, search for the X-PAC Mortars in A3 and B5. They're effective at throwing major damage on your target.





PENN DEPOT

MAP SIZE	MEDIUM
RECOMMENDED	8-12 PLAYERS
VEHICLES	NONE

OUTWIT YOUR ENEMY AROUND THE RUSTED TRAINS IN PENN DEPOT



Though it has a decent size and covers three levels of territory, people find each other quickly in Penn Depot. Because everyone on the upper tier can see over the edge and attack almost everyone below, the fighting rarely cools down unless the number of players is low.

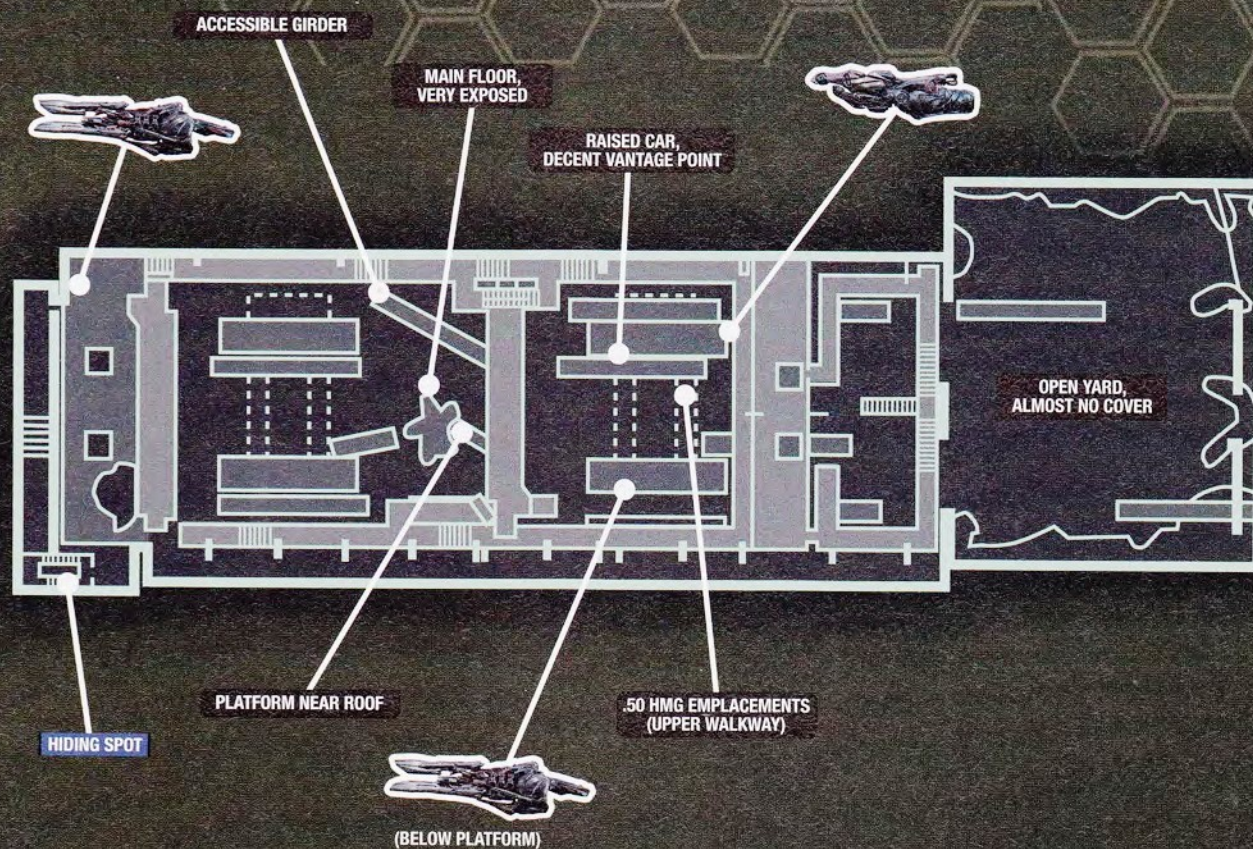
The buildings on the west side offer protection, and there are close quarters underneath the railway, but these places end up being bloody, too! Shotgun wielders, heavy weapon types, and other short-range fighters battle it out there while the assault people and snipers vie for control of the open areas.

Don't assume that the upper ledges are the only useful vantage points at the top of the level. Look for the girders that are suspended above the room. You can get onto those easily. Stealth partway along one of those and attack people below, jump off for an Air Stomp, or attack other players that come to the top. They'll often search for targets on the flat surfaces before they think to look for you out on the girders.

What about the big guns? There aren't any vehicles to worry about on this map, so the alien weapons are there to help you waste other people. The Pinch Rifles are sitting at A3 and up top between C3 and D3. Look for Reaper Cannons at A2.5 and over in C3.

Both X-PAC Mortars are somewhat out of the way. One is in B3; it's underneath the rails, so you have to go down after it. Make sure you're ready for a close-range fight. The other X-PAC is in D3, the open yard. Use stealth and the tall grass for visual cover. Look for the .50 HMG up top, by C3.





SKYLINE

MAP SIZE	SMALL
RECOMMENDED	6-10 PLAYERS
VEHICLES	VTOL

BRUTALLY FAST COMBAT ON A
SKYSCRAPER ROOFTOP



Skyline is a terrific map for close-quarters combat. Its lower levels are set in the interior of a major high-rise. The rooms are rather small, the corridors twist, and there are always multiple ways to get into and out of the area. Run-and-gun players will be pleased.

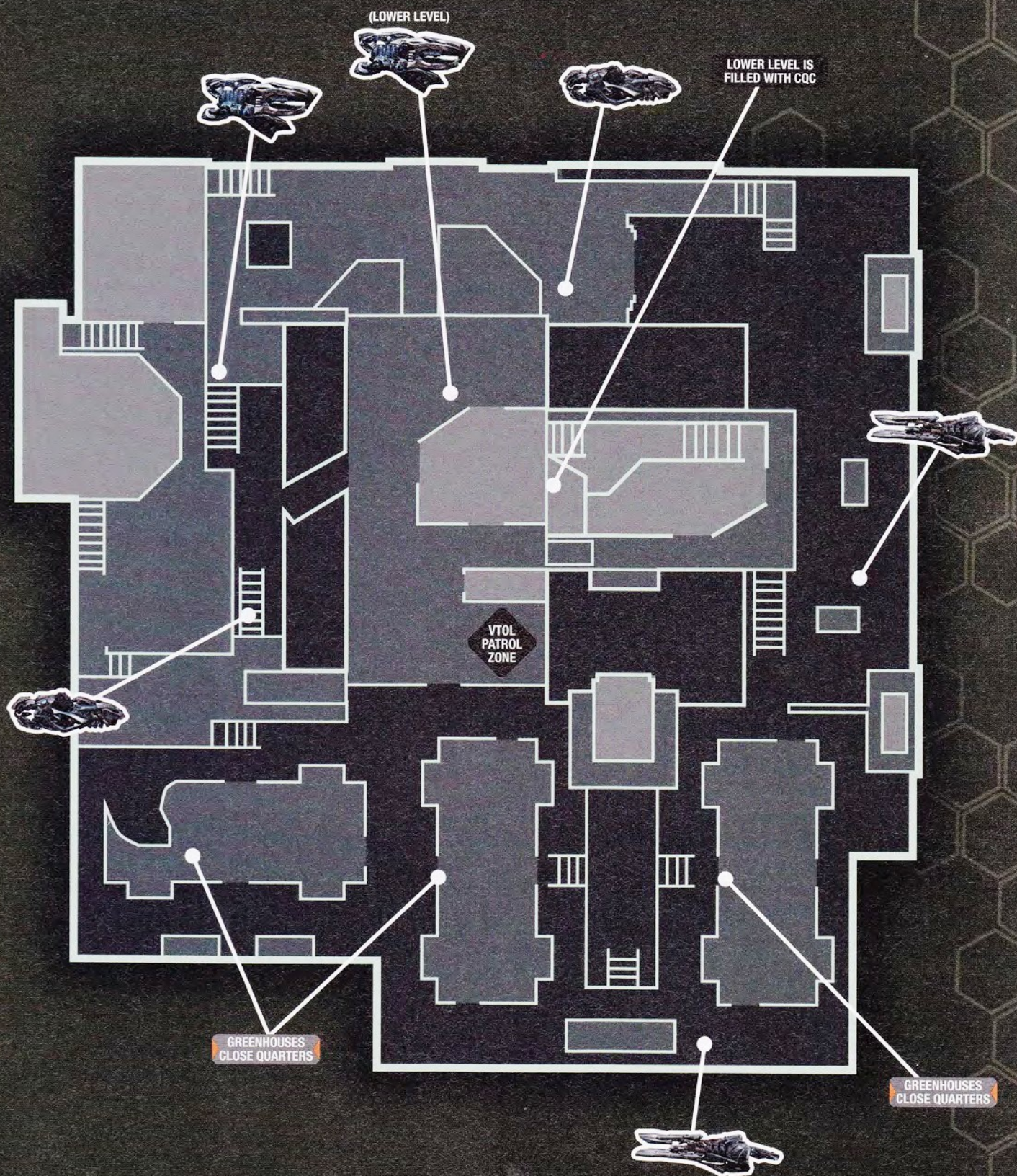
The upper floor takes people out to the rooftops. That's where longer-range people have more power. They can jump to a VTOL and look down from there, or snipe from various points on the roof, though you're never safe for long.

The greenhouses are toward the southern side of the roof. Though these are more open than the lower floors, they're still a hotbed of close-range fighting. Ceph weapons are all over the place in that portion of the map, and people who manage to score one are going to have quite a few targets.

The VTOL in Skyline isn't hard to reach. It's close to the roof, so players with a variety of loadouts can jump to it without difficulty. By the same token, everyone can see the VTOL from almost anywhere on top of the building, so you take fire quickly if you show yourself inside the aircraft.

There are hatches that let you get down into the building without taking the more predictable routes. Similarly, you can force open the elevator door to switch between the middle section of the map and the bottom floor. Use these alternative paths to make sure that your location is always changing.





WILLIAMSBURG

MAP SIZE	MEDIUM
RECOMMENDED	8-12 PLAYERS
VEHICLES	NONE

ENGAGE THE ENEMY AT THE STORM
RAVAGED DOCKS

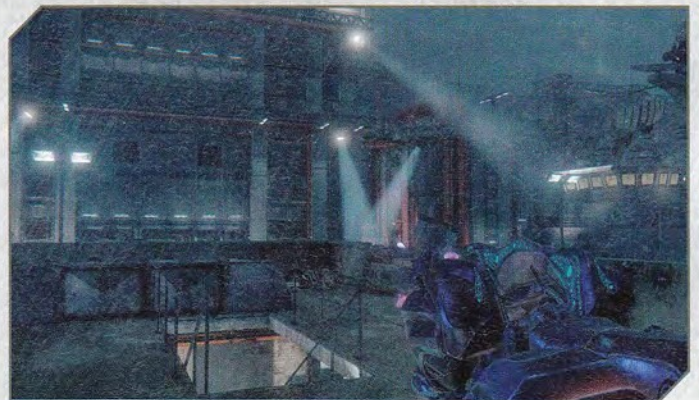


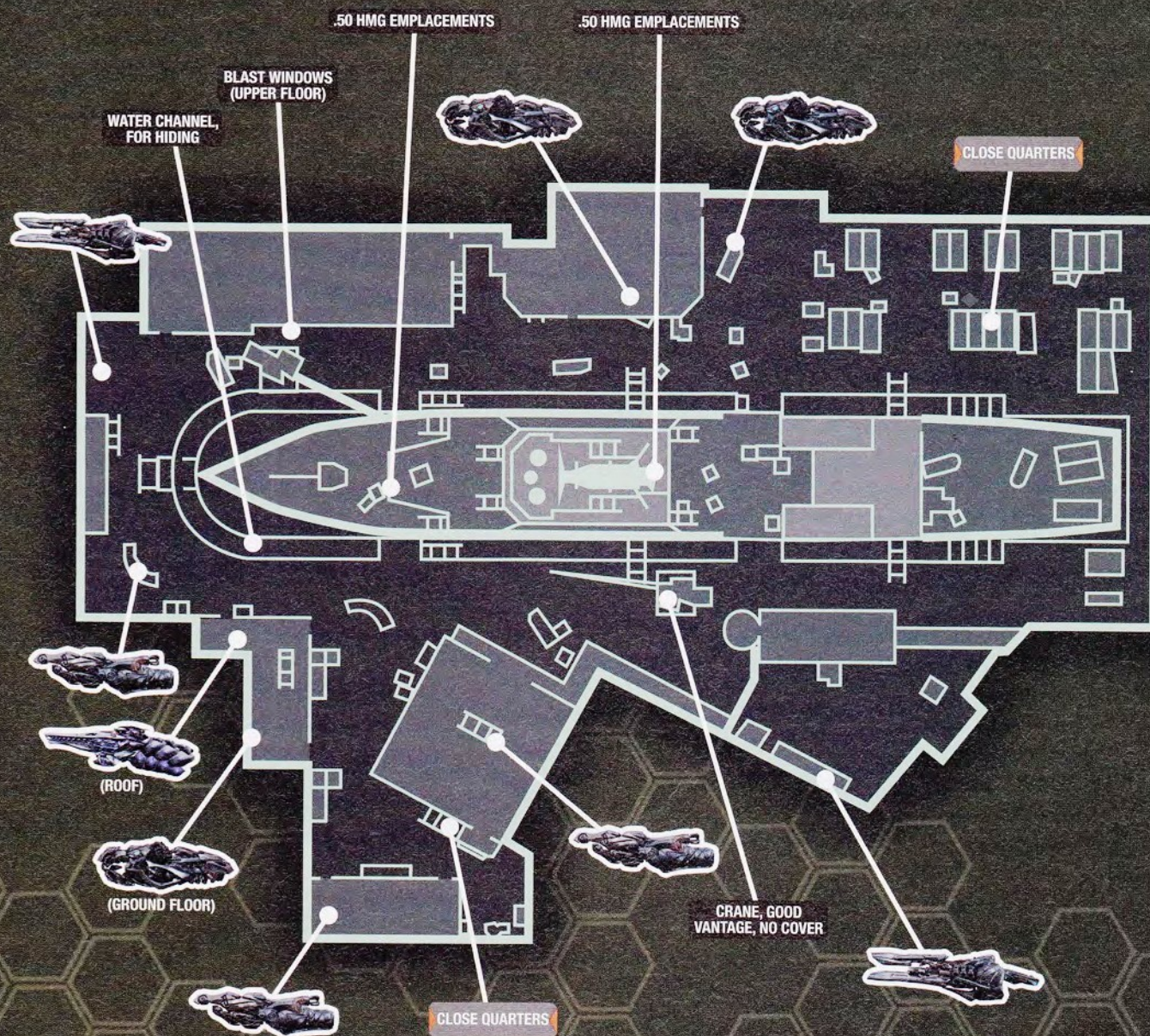
If nasty weather doesn't bother you, load a match at the Williamsburg docks. The rain and darkness make stealth, Nano Vision, and surprise attacks more effective. The area has containers, close-quarters buildings, and water so that cover and surprises are often close at hand.

Long-range characters should get onto the containers or rooftops. You sacrifice safety but gain a major vantage point over the open portion of the docks. It's easy to spot and tag people from these areas.

Close-quarters fans should fight around the southern buildings, swarm around the containers, or close the blast windows in the northern control room and fight anyone who comes knocking.

There are Pinch Rifles on the south side. Look for one at B5, and another in the upper part of the building at B4. Not far away, a dead Ceph has dropped a Bolt Sniper on a rooftop.





APPENDIX

This chapter lists the locations for all Nanosuit Upgrade Modules and CELL Intel in the game (Posters, Datapads, and Black Boxes).

NANOSUIT UPGRADE MODULE LOCATIONS

KIT NUMBER	MISSION	SPECIFIC LOCATION
01, 02, 03, and 04	Welcome to the Jungle	Before you leave the complex and enter the Liberty Dome interior (can't be missed).
05	Welcome to the Jungle	A CELL weapon pod is marked as a secondary objective after you pass a small swamp. Hack the pod to discover this upgrade module.
06	Welcome to the Jungle	Late in the mission, before your Visor malfunctions, you use a zipline to get across a train platform. Turn around when you land, and search for the module inside a broken subway train.
07	The Root of All Evil	The dam's North Tower has a module. Search the generator room for it.
08	The Root of All Evil	Follow the secondary objective toward the CELL Locator Beacon, after you've completed the dam objectives.
09	The Root of All Evil	Pass the CELL team after getting the last module, and swim through a watery cave beyond them. When you emerge, turn right and loot a second cave that's filled with good items.
10	The Root of All Evil	Search the back side of the Facility-X Base. This module is in the back, submerged under a few feet of water (near the weapon pod).
11	The Root of All Evil	This is the second module inside the Facility-X base. Look inside a shack at the center of the compound.
12	The Root of All Evil	Earlier in the mission, if you go toward the dam via the main gate, this module is inside the first hallway. Hack its pod and take the kit.
13	Safeties Off	Not far from the beginning of the level, there is a building between a Sentinel and two sets of mines. Jump to the second level of the building and search for this kit.
14	Safeties Off	Look for your first primary objective. When you find the zipline that it's pointing to, search the rooms nearby. You find a Nanosuit Upgrade Module and a Datapad.
15	Safeties Off	Infiltrate the Skinning Lab and look inside a small shack for this upgrade kit.
16	Safeties Off	Near the bottom of the Skinning Lab, you find this upgrade kit. It's out in the open.
17	Red Star Rising	On the third rooftop of this level, scan for an upgrade kit. Jump onto the damaged roof to the left and slip through the openings to get into a room below. Collect the kit at your leisure.
18	Red Star Rising	Before reaching the Ceph Mindcarrier, search a building above the device. An upgrade kit is on its lower floor.
19	Red Star Rising	Look on the far side of the convoy just after hearing that Claire needs your assistance.
20	Red Star Rising	An aerial defense system is marked as a secondary objective toward the end of the mission. Search the base near that objective for an upgrade kit.
21	Only Human	This kit is in a room next to your first primary objective in the area.
22	Only Human	There's an ammo dump and upgrade kit on the path leading up toward the second Ceph battery. Scan with your Visor while climbing up into that location.
23	Only Human	Free the trapped ICV from two sets of mines. Search the cave marked by this secondary objective. You find an upgrade kit and a Datapad.
24	Only Human	Search a downed VTOL for your next secondary objective. There's an upgrade kit inside of it.
25	Gods and Monsters	This is near a weapon pod when you first break into the massive Ceph caverns.

CELL INTEL LOCATIONS

INTEL NUMBER	MISSION	SPECIFIC LOCATION
01	Post-Human	Down the gangway from the starting location. It's next to some shipping containers.
02	Post-Human	Before opening the door for Psycho (after the first combat area), look for this on a console. It's in a room above the patrolling guards.
03	Post-Human	This one is in the room where you first acquire the Predator Bow. It's sitting in the corner, near the stairs down.
04	Post-Human	This is on a console after you complete the second patrolled room.
05	Post-Human	After your first Hack, look inside that computer room for this piece of Intel.
06	Post-Human	When Psycho stops to search a computer for pictures of his adversary, search that room for some Intel.
07	Post-Human	There is a recessed room on the right side of the reactor area. It has an ammo crate and some Intel.
08	Post-Human	After the reactor area, there is a robotic laboratory. The Intel is at the front of the room and can be seen from quite a distance if your Visor is active.
09	Post-Human	There is a body on the floor in the room after your first Sentinel encounter. Interact with the body to pick up this Intel.
10	Welcome to the Jungle	After using the Bolt Sniper, look around the back right side of the field. There a small cache with a dead CELL soldier and the Intel.
11	Welcome to the Jungle	This piece of Intel is next to the CELL Locator Beacon.
12	Welcome to the Jungle	Search the cement pillars while making your way toward Psycho's position. There is a CELL Propaganda Poster on one of them.
13	Welcome to the Jungle	A slain CELL soldier has this Intel. He's in the room after you leap across the broken tracks in the old subway tunnels.
14	Welcome to the Jungle	Search through the large room with multiple Sentinels. A body on the ground floor has a Datapad (it's near a special ammo crate).

INTEL NUMBER	MISSION	SPECIFIC LOCATION
15	Welcome to the Jungle	The same large room has another piece of Intel. It's underneath the main platform, on the farther side of the room. Crawl beneath the platform to access it.
16	The Root of All Evil	The initial hallway of the north tower has a Datapad. It's resting on a few CELL containers.
17	The Root of All Evil	Look on the walls immediately after you get the objective for the CELL Locator Beacon (after completing the dam objectives).
18	The Root of All Evil	On the way toward the CELL Locator Beacon, stop and search for this piece of Intel. It's 125 meters from the target area.
19	The Root of All Evil	This one is in the same area as the CELL Locator Beacon.
20 and 21	The Root of All Evil	Prophet swims through a partially submerged cave and comes out the other side. To the right is a second cave with two Datapads.
22	The Root of All Evil	There is a tunnel beneath the System-X Facility. Drop down to it from the back side of the base and search a dead body for this Intel.
23 and 24	The Root of All Evil	Two Datapads are on the walkways inside the Facility-X lower level.
25	The Root of All Evil	Before finishing the mission, look on the consoles beneath the facility control room.
26	Safeties Off	This Datapad is sitting on a table near a CELL guard. It's in a raised area, above the swamp, not far from the beginning of the area.
27, 28, and 29	Safeties Off	Three Datapads are together at the site of a crashed gunship. This is marked as a secondary objective, so it's easy to find.
30, 31, 32, and 33	Safeties Off	Four more Datapads are on the second story of a building right next to the downed gunship.
34	Safeties Off	This Poster is near the first primary objective. Scan the building with your Visor to pick it up.
35	Safeties Off	Look for your first primary objective. When you find the zipline that it's pointing to, search the rooms nearby. You find a Nanosuit Upgrade Module and a Datapad.
36	Safeties Off	This Datapad is in the room where you're given the new objective to approach the Mindcarrier. Get the Datapad before leaving the building.
37	Safeties Off	After interfacing with the Mindcarrier, go one room deeper into the same building and look for this piece of Intel.
38	Safeties Off	Infiltrate the Skinning Lab and look by the center of the base (near the elevator). This piece of Intel is on a body there.
39, 40, and 41	Safeties Off	Look on all three levels of the Skinning Lab. CELL Intel is all over the base, and no one is there to stop you from taking it.
42	Red Star Rising	Scan for this piece of Intel on the third roof. It's on several crates, out in the open.
43	Red Star Rising	After dealing with the Devestator, move forward along the street. Hug the right side of the path and scan for this Intel. It's down a side alley, on a dead CELL soldier.
44 and 45	Red Star Rising	CELL troops are holed up in a building on the left side of the street. You come to this when you're still 1,800 meters from your main objective. Search the second floor and back yard for two pieces of Intel.
46	Red Star Rising	After Claire calls for assistance, you find an Orca in a damaged convoy of CELL vehicles. Look near the Orca for this piece of Intel.
47	Red Star Rising	Get through the flooded walkway and hop down a large cliff. Beside an Orca, at the bottom, is a body with a CELL Datapad.
48 and 49	Red Star Rising	A Datapad and a Black Box are in a CELL base by a large gate. You find these near the ICV that's shown as a secondary objective.
50	Red Star Rising	A Datapad is inside a small shack within the Archangel Command System base. It's near the pipe entrance of the area.
51	Only Human	Look inside the severed head from the Statue of Liberty. There is a Datapad inside the rubble.
52	Only Human	Look for a rebel mortar team as part of a secondary objective. This piece of Intel is at the top of a small cliff, near their position.
53 and 54	Only Human	A dead soldier near the second Ceph battery has a Black Box. Take that before taking out your objective. There is also a Poster in the same area.
55	Only Human	Free the trapped ICV from two sets of mines. Search the cave marked by this secondary objective. You find an upgrade kit and a Datapad.
56	Only Human	Search a burning chopper for a Datapad. The chopper is on the left side of the Gunship fields, where two flying Ceph patrol the area.
57	Only Human	Before leaving the Gunship fields, look somewhat left of its center. Search for a downed Gunship near a Ceph battery. A Black Box is out there.
58	Only Human	Look in the far corner of the field while fighting the Ceph Mastermind. A Datapad is sitting on a few large crates.
59	Gods and Monsters	This is in the very beginning of the mission, on the floor
60	Gods and Monsters	Crawl forward and scan this Poster on the floor of the cave, near the beginning
61	Gods and Monsters	Drop into a subway car along the initial route through the cave. Search a dead body for this Intel.
62	Gods and Monsters	Take the left route when the path splits. This Intel is on another body.
63	Gods and Monsters	This Datapad is below a weapon pod when you first break into the massive Ceph cavern.
64	Gods and Monsters	After charging your Nanosuit with the first Mindcarrier, work your way toward the second objective. This Intel is in a crate roughly 80 meters from the next objective.
65	Gods and Monsters	The CELL Locator Beacon is near a Datapad, in the bright portion of the cave.

CRYSIS 3

By Michael Lummis

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